

GHOSTS^{#8109} of the Southern ANDUINTM

A READY-TO-RUN FANTASY ROLE PLAYING ADVENTURE MODULE FROM
J.R.R. TOLKIEN'S MIDDLE-EARTH[®]



Playable with



Rolemaster[™]



Four low-to-mid level adventures based on THE LORD OF THE RINGS[™] and THE HOBBIT[®]. Each adventure stands on its own and can be set up in minutes. Produced and distributed by IRON CROWN ENTERPRISES, INC.

GHOSTS OF THE SOUTHERN ANDUIN™

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1.0 GUIDELINES

The *Middle-earth Ready-to-Run Series* is designed for Gamemasters who want adventures which can be set up in a few minutes and played in a few hours. The adventures require little or no preparation.

Ghosts of the Southern Anduin has five parts. Section 1.0 deals with guidelines regarding the use of the module. Section 2.0 provides pregenerated characters for the players (which can be used as non-player characters if so desired).

The third part consists of Sections 3.0, 4.0, 5.0, and 6.0, the adventures. Each adventure stands on its own, although a common theme unites the stories. They can be set anywhere in Middle-earth where the story seems appropriate. The fourth part consists of Section 7.0 which describes in detail the inhabitants of Bar-en-Tinnen, the town where the adventures take place. The fifth part consists of the Coinage, Beast, NPC, and Encounter tables.

1.1 HANDLING PLAY

Each adventure is geared for a different difficulty level. The ones found in Sections 3.0 and 4.0 are challenging for 1st or 2nd level characters, or inexperienced players. Section 5.0's adventure is aimed at 2nd or 3rd level adventurers, while the adventure in Section 6.0 is designed for 4th or 6th level characters.

The adventures are divided into five standard parts: (1) the tale, which describes how to start in terms of the setting, the background, and the plot; (2) the Non-player Characters, NPCs, a person-by-person description of the prominent non player characters; (3) the primary layouts and area maps: descriptions of the major adventure sites, complete with numbered diagrams and floorplans; (4) the task, a discussion of how to start the adventure, along with the aids, clues, obstacles, and rewards awaiting the adventurers; and (5) encounters, which cover typical or probable meetings between the adventurers and the NPCs.

The GM should skim each section of an adventure before beginning play. Then he can have the players pick pre-designed characters from those provided in Section 2.0, or he can permit the players to design their own PCs. (Of course, the GM can assign PCs.) Once play ensues, the GM should refer to the Encounter Table and the Beast Table at the back of the module.

1.2 ADAPTING THIS MODULE

Like the rest of the series, this module is designed for use with the *Middle-earth Role Playing* game (*MERP*) or the more advanced *Rolemaster* (*RM*) system, but is adaptable to most other major FRP games. Statistics are expressed on a closed or open-ended scale, using a 1-100 base and percentile dice (D100). No other dice are required.

1.21 CONVERTING HITS AND BONUSES

Bonuses: When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.

Hits: The concussion hit numbers found in this module only represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results (e.g., TSR Inc.'s *Dungeons and Dragons*), simply double the number of hits your characters take or halve the hit values found in this module.

1.22 CONVERSION CHART

If you play something other than *MERP* or *Rolemaster* and you do not use a percentile system, use the following chart to convert 1-100 numbers to figures suited to your game.

1-100 Stat	D100 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	—
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	-1	8	5
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	—
2	-20	-4	4	2
1	-25	-4	4	2

2.0 PLAYER CHARACTERS

The following chart provides the statistics for the Player Characters that can be used in each of the three adventures. Statistics are given for both *MERP* and *Rolemaster*. The GM may wish to assign his players a character or allow them to select from the list. Of course, the GM can utilize the unused PCs as non-player characters. After all, the players may design their own characters or employ characters already in use.

The GM should remember, however, that regardless of how the players acquire their characters, each adventure is geared for a different difficulty level (see Section 1.1). We suggest PCs tough enough to meet the challenge.

Codes: See the NPC stats (page 31) for an explanation of the basic codes. The following is a list of other codes and abbreviations which might be ambiguous.

Power Points: The number (if any) given in parentheses indicates the possession of a "bonus spell item" and its bonus (see *MERP*, Section 4.56).

Skill Bonuses: NA, SL, RL, Ch = Maneuver and Movement in No Armor, Soft Leather, Rigid Leather, and Chain; 1HE OB, 1HC OB, 2H OB, Thrown OB, Missile OB, Polearm OB = Offensive Bonuses for 1-H Edged, 1-H Concussion, 2-Handed, Thrown, Missile, and Pole-arms; Dir. Spell=Directed Spells; Secon. Skill= Secondary Skills.

Secondary Skills: Each secondary skill is abbreviated by giving the beginning letters of the skill (*MERP* Section 2.33). The bonus for that skill rank is given following the abbreviation.

Languages: Languages are abbreviated by using their first three letters (see *MERP*, ST-1); exceptions: BS=Black Speech and Bet=Silvan(Bethteur). The rank for each language is given following the abbreviation.

Spell Lists: Spell lists are abbreviated by using the first few letters in each word of the spell list name; for example, "S/L Ways" refers to the "Sound/Light Ways" spell list.

NAME	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16	PC17	PC18
Race:	Rural	Dúndán	Woodman	Dúndán	Hobbit	Half-elf	Silvan Elf	Sinda Elf	Rohir	Rohir	Haradan	Dúndán	Dúndán	Northman	Dorwin	Erradoran	Noldo Elf	Dorwin
H/W:	5'4"/153	6'5"/220	6'3"/200	6'2"/190	3'6"/69	5'8"/165	6'2"/180	6'4"/172	5'9"/185	5'7"/176	5'7"/150	5'6"/140	5'9"/180	6'147	5'10"/160	6'5"/210	6'7"/200	5'5"/120
Hair:	Brown	Dk Brown	Blond	Dk Brown	Brown	Tan	White	Auburn	Blood	Blood	Black	Li Brown	Auburn	Blond	Brown	Dk Brown	Gray	Bald
Eyes:	Brown	Hazel	Green	Brown	Dk Brown	Grey	Grey	Gray	Blue	Blue	Brown	Brown	Hazel	Dk Blue	Hazel	Dk Brown	Blue	Brown
Profession:	Warrior	Warrior	Warrior	Scout	Scout	Scout	Ranger	Ranger	Ranger	Ranger	Armist	Armist	Armist	Barl	Barl	Barl	Mag	Mag
Level:	1	3	5	1	3	5	1	3	5	1	3	5	1	3	5	1	3	5
Hits:	41	96	105	43	35	73	40	70	99	32	34	53	25	33	37	44	38	40
AT(DB):	SL5(0)	Ch/14(5)	Ch/13(5)	No/1(10)	SL/6(20)	SL/5(25)	No/1(20)	SL/5(25)	SL/6(0)	No/1(0)	SL/5(15)	SL/5(5)	No/1(0)	No/1(25)	No/1(30)	No/1(60)	No/1(15)	No/1(15)
Shield:	Y10	Y	Y	N	N	N	N	N	Y10	N	N	N	Y	N	N	N	N	N
Power Points:																		
Base Sp. OB:																		
Strength:	96	101	98	54	60	82	88	101	91	60	61	22	70	92	62	75	72	77
AGility:	54	85	72	94	96	97	90	90	65	65	77	83	64	100	91	73	59	95
Constitution:	81	95	80	61	69	69	90	90	90	91	55	59	40	45	73	88	60	40
IntelliGence:	59	55	59	96	70	62	46	72	45	88	56	96	92	81	95	100	97	99
Intuition:	69	59	91	74	72	89	101	74	95	88	96	101	46	70	81	52	89	91
PResence:	58	68	45	76	91	62	83	86	72	87	89	73	90	90	87	82	98	67
APpearance:	63	64	91	51	67	75	78	83	62	90	43	66	60	69	83	56	72	68
NA Move M:	10	15	10	20	40	30	30	25	10	10	15	15	10	35	15	5	20	20
SL Move M:	5	8	0	8	8	20	10	15	0	8	5	5	8	8	8	8	8	8
RL Move M:	-15	-15	-15	-15	-15	-15	-15	-10	-25	-25	-15	-15	-10	-10	-10	-25	-25	-10
CH Move M:	-20	25	15	-30	8	-30	8	-10	-30	-30	8	8	8	8	8	-25	-25	8
IHE OB:	40ba	99ba	102ba	26ba	40ba	40ba	22ba	51ba	77ba	20ba	25ba	40ba	20ba	43ba	45ba	20ba	54ba	54ba
IHC OB:	8da	28da	30da	26cb	48da	75lb	32da	31ba	20da	38da	10ky	25cl	16ss	48lch	35lch	54l	35lb	20wh
2H OB:	28ba	34lch	40lb	11lb	78lb	75lb	62cb	51cb	35lb	10lb	15lb	11ba	41lb	23sp	15sp	30sp	35lb	15sp
Thrown OB:	6	18	30	16	53	45	38	34	35	6	16	90	56	53	25	5	8	30
Missile OB:	6	13	30	6	8	30	13	29	90	61	71	35	8	38	60	15	15	15
Polearm OB:	6	18	20	21	43	40	38	39	30	6	16	25	16	16	15	5	25	65
Climb:	6	13	20	21	13	20	23	39	25	8	11	30	16	16	25	30	8	30
Ride:	8	15	2	2	2	2	2	2	1	8	8	8	8	8	8	8	8	8
Swim:	10	15	40	27	63	69	37	46	25	10	20	25	26	33	20	8	60	8
Pick Lock:	5	10	15	22	26	30	5	10	30	10	8	30	16	8	10	8	8	8
Disarm Trap:	8	15	15	7	21	35	5	20	15	8	8	35	6	8	10	8	15	8
Roll Rune:	8	15	15	20	20	20	20	20	8	21	18	40	16	18	30	42	66	55
Use Item:	8	15	15	20	20	20	20	20	8	21	18	40	16	18	30	42	66	55
Dir. Spell:	8	15	15	20	20	20	20	20	8	21	18	40	16	18	30	42	66	55
Perception:	5	5	15	13	34	30	32	31	60	31	53	85	11	23	40	10	25	55
2ndary Skill:	Sail25	x	RpMac25	x	x	Acting30	Sail30	x	x	x	WoodCarv30	x	Acting40	Sing55	Sing60	x	x	Acro20
2ndary Skill:	x	x	x	x	x	x	x	x	x	x	Wench40	x	x	x	x	x	x	x
Language:	Wes 5	Adi 5	Nab 5	Adi 5	Wes 5	Wes 5	Bet 5	Sin 5	Roh 5	Roh 5	Har 5	Dun 5	Dun 5	Wes 5	Roh 5	Wes 5	Que 5	Wes 5
Language:	Sin 5	Wes 5	Wes 5	Wes 5	Sin 2	Sin 2	Sin 5	Wes 5	Wes 5	Wes 5	Wes 5	Wes 5	Wes 4	Dun 4	Wes 5	Adi 5	Sin 5	Lot 5
Language:	Sin 5	Sin 4	Sin 4	Sin 5	Bet 1	Adi 3	Wes 5	Bet 4	Adi 4	Sin 4	App 3	Roh 5	Sin 3	Adi 4	Dun 3	Wes 5	Sin 5	Har 3
Language:	Que 3	Que 3	Que 3	Que 3	Adi 1	Roh 2	Roh 3	Que 3	Dun 1	Dun 1	Sin 3	Bet 3	Bet 3	Bet 3	Bet 3	Que 4	Adi 5	Har 3
Spell List:																		
Spell List:																		
Spell List:																		
Spell List:																		
Spell List:																		

Magic Items & Special Possessions

PC1: Pet Hound, Infravision, +10 Broadword, +10 Shield

PC2: +10 Broadword, 3 Draaf, 2 Reuk

PC3: +10 Handaxe, +5 Arm Greaves, 2 Thurl, 3 Draaf

PC4: +10 Shortsword, Cloak: +10 to Stalk/Hide

PC5: +15 Shortbow, Infravision, Enchanted Rope

PC6: +10 Composite Bow, 2 Reuk

PC7: +15 Longbow, Lightning Reactions, Eyeglass, +10 to Tracking

PC8: 3 Draaf, Necklace: +10 to DB

PC9: +10 Shield, 4 Reuk, 2 Thurl, Annulet: x3pp multi

PC10: 6 Müranta, 3 Arlandas

PC11: Earring: +2 Adder, Headband: +10 to DB

PC12: Ring: x2 pp Multiplier, +10 club

PC13: Annulet: +3 spell adder

PC14: Necklace: +2 spell adder, 2 Draaf

PC15: Necklace: +5 in any voice related activity, +10 Handaxe

PC16: +15 quarterstaff -also a +2 spell adder

PC17: +15 longbow, Headband: +1 spell adder

PC18: 3 Gelfin, Belt: +1 spell adder

3.0 THE GHOST ON THE RIVER

The mighty Anduin is the longest river in all of Middle-earth. It flows from the Grey Mountains into the northern wilds of Rhovanion, through Rohan, past the great cities of Osgiliath, Minas Tirith, Pelargir, and finally into the Bay of Belfalas. It holds many mysterious secrets and focuses the hopes, fears, and dreams of the people who live on its banks.

The small town of Bar-en-Tinnen lies in Harithilien, sixty miles downstream from the City of the Sun (Minas Tirith), and sometimes serves as a stop for travelling merchant vessels. The settlement sits at the junction of the rivers Tinnen and Anduin. Many of the stories of the Anduin arise from the small villages alongside the river, and Bar-en-Tinnen is no exception. Tales of phantoms and great beasts lurking in the depths have delighted the folk for centuries. This town is the center of all activity for this adventure and the three following.

3.1 THE FLOATING HAUNT

For as long as anyone can remember, Bar-en-Tinnen has stood on the eastern banks of the Anduin. Living in the shadow of some of the largest cities in Middle-earth, the small town has remained relatively unnoticed. The people of Bar-en-Tinnen are, for the most part, honest folk. The town itself provides a market for the farmers and traders that live outside the area, as well as a stop for many travellers and merchants making voyages up and down the Great River. Their peaceful lifestyle, however, has recently been shattered by frantic stories of a mysterious figure on the river itself.

One evening, Farahail, the local tailor, had trouble sleeping and decided to take a midnight walk along the edge of the river. When he came to the water, a cool mist was rising into the air, shrouding the banks with an eerie fog. After a lengthy stroll, Farahail saw a faint unearthly glow in the fog. He approached closer to see two figures, shrouded in black, drifting across the water's surface. They disappeared into the fog, but Farahail did not sleep that night. And the town has been talking constantly about the ghost on the Anduin ever since.



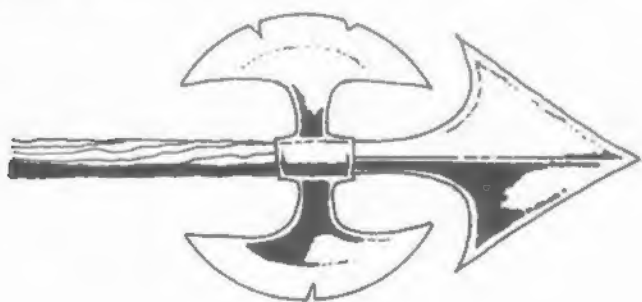
After a week of gossip, many versions of the ghost story have developed; and attitudes range from concern to fear to apathy. Some of the elders label Farahail's story as childish nonsense and recommend the townsfolk to ignore his fear-spreading lies (as the tailor has been known to exaggerate). Still, many people talk about the phantoms on the river, although more and more are beginning to dismiss Farahail's story as just that.

The ghost is actually a man named Raenar, a disguised craftsman and a spy for the Necromancer of Dol Guldur. Raenar was sent to act as ferryman for the minions of Mordor. He has been working in Bar-en-Tinnen for several months and was only observed as the ghost by Farahail last week. Raenar lives outside of the town in a small cottage. He is known as a skilled fletcher and bowyer. On the night Farahail spotted Raenar, he was giving passage to Erdae, a Mage loyal to the Dark Lord.

Farahail has no doubts concerning the truth of his story and is desperate to prove that he is right to the town elders. He is ready to ask the merchants and travellers in the town to aid him to find the Ghost on the River.

3.2 THE NPCS

Bar-en-Tinnen's location provides the community with a unique blend of cultures. The majority of the inhabitants are of mixed Dúnedan descent. The following people are the most notable in this adventure scenario.



3.21 FARAHAIL THE TAILOR

Farahail looks every bit as young and as wide-eyed as his nineteen years. His young face is topped with a mop of sandy brown hair, and his hazel eyes are among his more noticeable features. He is of mixed Dúnadan stock and stands at a medium height of five foot eight. Farahail works as a tailor in the town, but he is also known for his skills as a storyteller and singer. Farahail is no coward, but he knows of his own lack of skill as a combatant; he prefers a stealthy approach. His personality is dynamic, and he becomes enthusiastic and excited over very trivial things. For this reason, the town elders have dismissed the young bard's tale as another one of his infamous stories.

The tailor is convinced of what he has seen, even though all of the townsfolk are following the elders' lead. Farahail is ready to ask or hire strangers to prove that he is right.

3.22 RAENAR, MINION OF MORDOR

Raenar is a tall, well-kept man in his mid-thirties. Of Black Númenórean descent, he normally dresses in rather plain clothing so as not to attract attention. Raenar was sent to Bar-en-Tinnen a year ago to set up his business and become a familiar sight in the town. It is his duty to give passage for the Dark Lord's spies back and forth across the river. He makes these voyages once or twice every week. He is keenly aware of the young bard and his stories and plans to subtly deter any of those who help Farahail.

Raenar is proud of his loyalty to the Dark Lord, but his intelligence and cunning lead him keep his identity secret. He will go to any length to do so. His business as a fletcher in a small shop called "The Grey Feather" keeps him occupied during the day. Within it, the fletcher makes contact with the individuals whom he gives passage into Gondor.

The ferryman uses a well-made (+15) composite bow. His home, outside of town, is located three hundred feet from the shoreline and is an ideal place for his work. On a peg inside the front door hangs a black cloak (+10 to DB and Stalk/Hide maneuvers). A special oar, propped beneath a boat concealed near the river, enables the spy to cross the Anduin in silence.

Raenar will act intelligently and logically and should be a fearsome opponent. He is an excellent shot, and he has no qualms about killing anyone who gets too close to his secret.

3.23 IDRAZOR THE SPEAKER

Idrazor is a gentle, conservative man who has lived in Bar-en-Tinnen all of his life. He has numbered among the Town Speakers for more than twenty years and now is the senior member of this council. His opinion is always valued. An aged face and gray hair show his wisdom, but also betray his stubbornness. He is angered by foolish young men (such as Farahail) who tell wild stories and become excited over trivial matters. Idrazor is eighty years of age, but his spirit is still indomitable. His limbs remain surprisingly strong.

The elder dresses lavishly and lives in the largest dwelling in the town. He carries a cane carved from Culvorn (S. "Redwood") and adorned with silver trim and a seal of the City of the Sun on the handle. The cane was a gift from the King at Minas Anor to Idrazor both for his service in the

town council and for past services rendered in the Gondorian army. Idrazor has been a widower for the past fifteen years and lives with only his one servant, Jeim.

3.24 EBARTHON THE SPY

Ebarthon is a young, strong-willed, Haradan woman from the Brij Mijesec surrounding Bozisha-Dar, the great port city of Far Harad. She entered the service of the Dark Lord only five years ago. Since then she has overcome the odds against her, climbing ever higher in her master's esteem. Her current assignment includes gathering knowledge from the lands and villages of eastern Gondor.

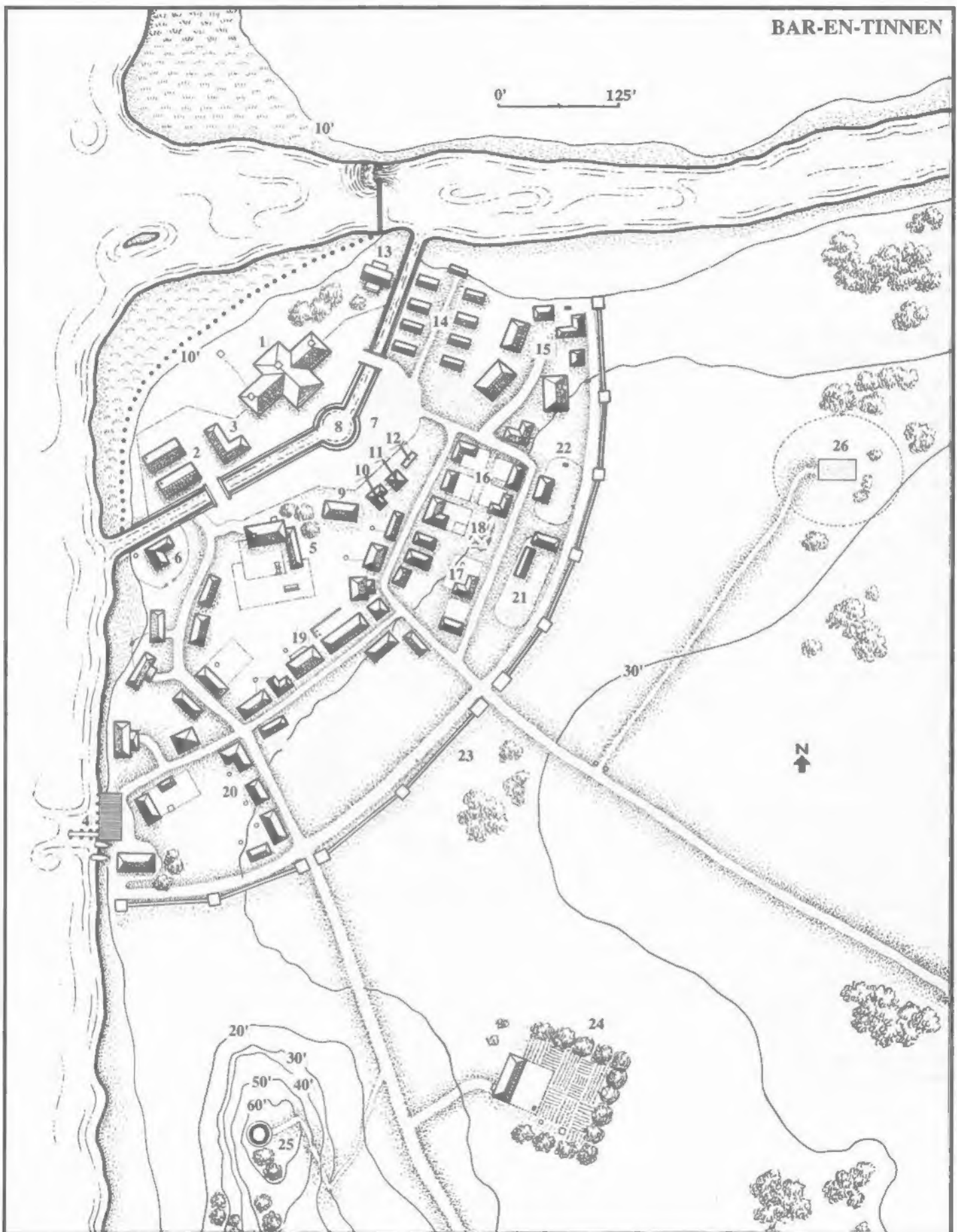
Ebarthon stands five feet tall; her hair is dark, and her eyes deep brown. Her innocent looks are her greatest asset, since she can blend unnoticed into almost any society. She is a skilled infiltrator, cunning, and trusts no one. She is now awaiting passage across the Anduin with the aid of Raenar (whom she does

not trust either). Like Raenar, she will do anything to keep her identity secret. (This includes fleeing.)

In order to avoid attention, Ebarthon normally wears clothes of unremarkable rural Gondorian design. She carries a (+10) magic shortsword concealed beneath her cloak. Around her neck hangs an amulet which her father gave her when she was fifteen. Gold shaped to resemble a many-petaled lotus, the amulet is worth about 10 gp (Gondorian coinage).

EBARTHON





3.3 MAPS AND LAYOUTS

The action in this module transpires in and around the port of Bar-en-Tinnen in southern Ithilien.

3.31 BAR-EN-TINNEN

Bar-en-Tinnen town is located in western Harithilien, some sixty miles south of Minas Tirith. Situated on the east bank of the Anduin, it commands the junction of the Sîr Tinnen and the Great River. The population of the town and surrounding communities is over five hundred men, women, and children.

1. The Speakers' Hall. This building is the meeting place for the town's council, a body called the Wise Seating. It is all the forum for all trials and formal legal matters arising in the region. The hall is 50 feet long and 90 feet wide. The center portion is used for town meetings and celebrations; it can hold 400 people comfortably. The wings of the building are used for the town's legal matters. A clerk in one of them exchanges Gondorian currency. The Speaker Seating meets twice a month to discuss the concerns of the town.

2. The Barracks. The town's levy bunks here during training sessions. There are forty men living in each at any time. The town levy will accept any young persons who are willing to learn swordcraft. Residents of Bar-en-Tinnen are trained in the art at an early age.

3. The Armory. This is where the town levy's supply of weapons is kept. Weapons may be bought and sold using the price list found in Section 8.0.

4. The Docks. Frequently visited by a passing ship travelling up or down the river, the docks also serve as a mooring point for local rivermen. Mirenil, a fisherman who runs the adjacent fish market, also buys and sells boats.

5. The Fen Worm's Fire. Despite the name, it is one of the most inviting and luxurious inns in Harithilien. The prices are generally high, but the customer is guaranteed his coins' worth. The inn has twenty rooms, and each can house two persons. A generous paddock in back allows stabled horses to stretch their legs. Laren and Sahail are the proprietors of the Fen Worm's Fire.

6. Idrazor's House. The structure is easily recognized as the largest single dwelling in the town. The Speaker lives alone except for his servant Jeim. If a visitor gains access to the manor (a rare occurrence), he will find a richly decorated and wonderfully comfortable home. One of the parlors sports a great collection from his earlier days with the Gondorian Army.

7. Center Square. The ceremonial hub of the town, all legal formalities are carried out in front of the town hall beside the central well. It is also the "economic center," boasting four businesses on the main walk.

8. The Central Well. Fed by a canal from the swift Sîr Tinnen, the well is a source of washing water for the entire community. Constructed from stones and mortar, it has stood at the center of town for as long as anyone can remember.

9. The Tinnen Wares. The lower portion of this building is the town's general store. (The prices can be found in Section 8.0.) Food, clothing, and travel supplies are just some of the items available.

10. Nadhaim the Tailor. This is the home and shop of Nadhaim, the best tailor in town. Farahail lives here learning his father's craft. The store itself is frequently visited by apprentices from the craft-halls seeking Nadhaim's advice.

11. Iron Hammer. Within the town smithy, twenty-five workers labor to produce iron works, horseshoes, weapons, and other metal masterpieces required by the townsfolk. The metal smiths rely on merchant travellers to supply them with the materials they need. Iron is most often worked here; however, steel sometimes crosses their anvils in small quantities.

12. The Grey Feather. This small shop is Raenar's in-town business. He manufactures and sells high quality bows to both travellers and townsfolk. He will custom make any type of bow or arrow (including crossbows and bolts) for anyone who pays his reasonable fees. The Grey Feather serves as a cover where Raenar meets his new passengers.

13. The Old Flour Mill. The ancient timber structure is the source of Bar-en-Tinnen's only export. Wheat is brought in from the surrounding farms to be ground into flour. The Tinnen has a small dam built into it to raise the level of the water, directing a strong current into the canal. The water in the canal flows down through a floodgate, turning the great wheel. This rotates the great grindstone that turns wheat to flour. The flour is then loaded onto barges and carried down the canal to the docks where it is traded to merchants for needed goods.

14. Cottages. These small residences house the people who work in the flour mill and can afford little else. A communal latrine stands at the end of the row. The cottages hold only one family each.

15. Residences. These larger homes shelter several families under their roofs. The people work at a variety of vocations, ranging from dock laborers to clerks in the Speakers' Hall. The largest of the residences holds nine families, the smallest two.

16. Seating's Row. These more gracious homes are reserved for the seven Wise Speakers. They live with their families in pleasant, but not lavish, surroundings. Each house has a private garden.

17. Tharadoc's Home.

18. Fire-blackened Foundations. This is the charred ruin of a Hirion the Quiet's (a Speaker) house that burned down fifty years ago. Its resident died tragically in the fire. The house was never rebuilt, and the Speaker's position was never filled in remembrance of the tragic event.

19. Craft-halls. Each hall teaches a different skill, under the watchful eyes of a master craftsman. Anything from clay moulding to leatherworking, fishing to sailing are taught here. The bulk of Bar-en-Tinnen's craftsmen labor within these halls. Each houses fifteen persons at any given time.

20. Homes. These houses are inhabited by the town's small middle-class. They are mostly traders and travelling merchants.

21. The Clean Hoof. Anyone who wishes to buy or sell a horse in Bar-en-Tinnen will eventually find themselves at the Clean Hoof. It is the only place within thirty miles that buys or sells good mounts.

22. Lyana the Herbalist. Lyana keeps a special garden in her yard that supplies the town with cures and healing. She is a skilled Lay Healer and is well liked by all of the people of Bar-en-Tinnen.

23. The Outer Wall. The wall was constructed as a safeguard against bandits and wildlife. It is fashioned from strong oak and stands an average of eighteen feet tall. The town levy is charged with keeping the wall maintained and guarded.

24. Farm. This is a small, but typical, farm among the many surrounding the town. Generally wheat is grown in the grasslands, and fruit on the moister, richer soil near the river and its tributary streams. The wheat is taken by cart to Bar-en-Tinnen where it is ground into flour and sold to the merchants on the river.

25. The Old Tower. The moss-covered stone fortification stands high atop a small knoll just south of the town. Used as a beacon, the tower guides ships safely along the Anduin. It was erected early in the Third Age to serve as a navigational aid and to provide defensible quarters to which Gondorian troops might retreat.

26. The Barrow. The flower-strewn mound is the town's burial site for their departed. Buried in the earth is a great vault where families are buried in their separate chambers. The Barrow is the most revered place in Bar-en-Tinnen; townsfolk and travellers alike come here to pay their respects.

3.32 TERRAIN SURROUNDING RAENAR'S COTTAGE

1. Raenar's Cottage.

2. Outhouse.

3. Well. The shaft is ten feet deep, the water another six.

4. Passage Entrance. Through this concealed passage, Extremely Hard (-30) to find. Raenar leaves his house to shuttle Sauron's minions across the river.

5. Dry Riverbed. In this low-lying area, the soft ground has given way beneath the trees. Some have fallen over, while others remain standing, tipped at odd angles. The shadows are deeper here, giving a +20 to any stalking or hiding maneuver; but a Medium (+0) maneuver roll is required every round for movement due to the roughness of the ground.

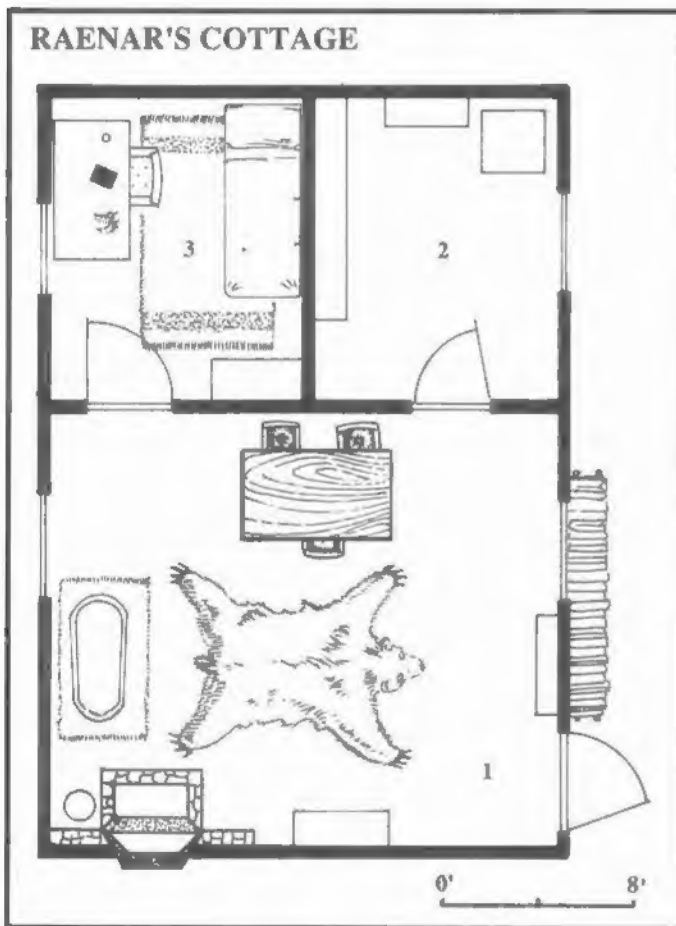
6. The Boat. Raenar's painted, black, birchwood boat is concealed by the bushes in a small cave below a great tree. It is Very Hard (-20) to find. Raenar uses it to ferry his passengers across the Anduin. The vessel is inscribed on the inner bow with a glaring, red, lidless eye. A single paddle, bearing the eye and several runes, lies on the boat's floorboards. If the paddler concentrates, the magic paddle casts a constant *Silence* spell (MERP: Sound Control; RM: Sound Molding), as well as a *Shade* (Light Law). This helps Raenar cross the Great River quietly, and virtually unseen. The paddle's wielder can also cast a *Fog Call* (Water Law) once per day.

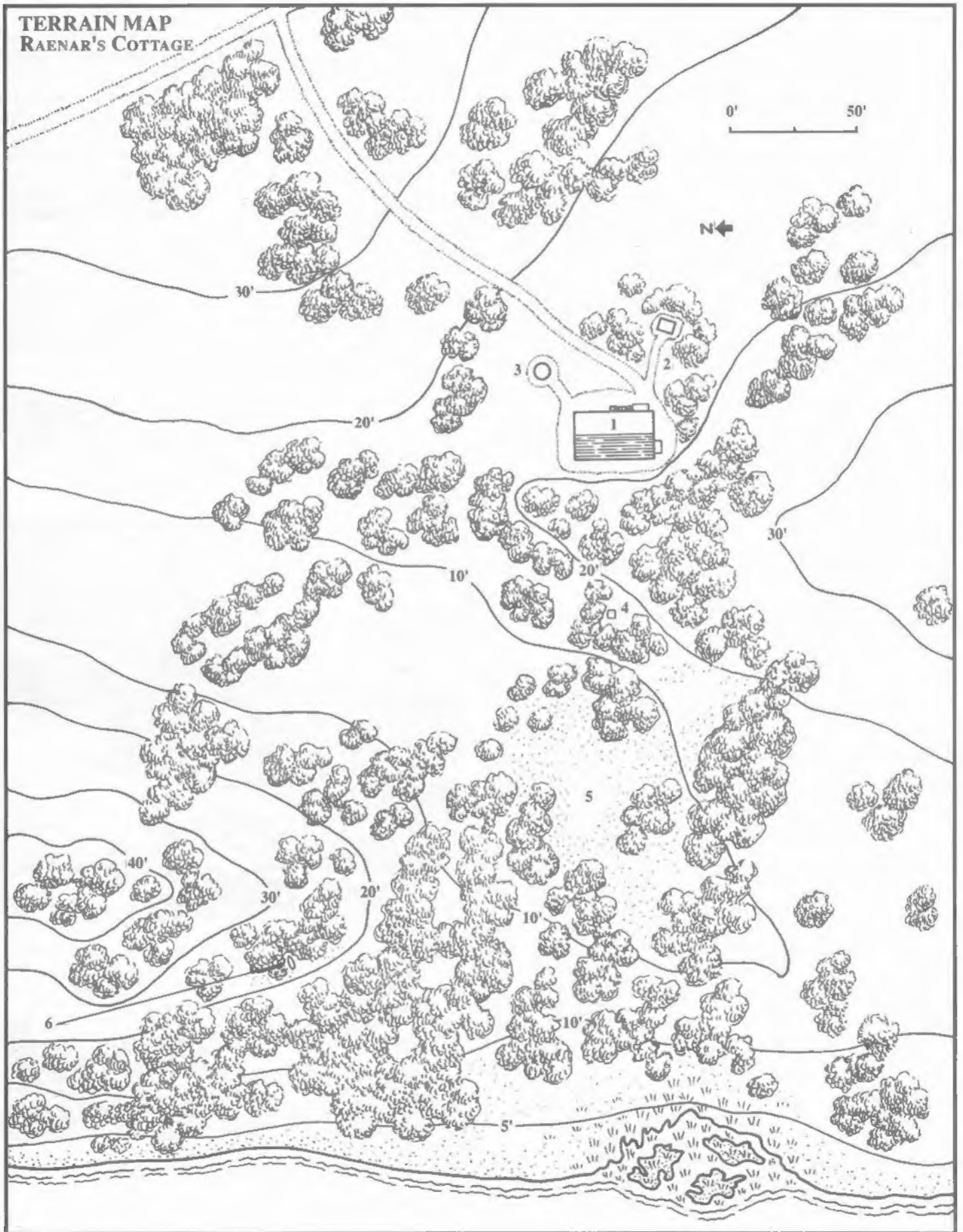
3.33 RAENAR'S COTTAGE

1. Great Room. The room measures 18 by 22 feet and holds several chairs, the pelt of a cave bear, a large iron stove, a capacious hip bath, cupboards, and a table. Raenar never allows anyone inside his home (except prospective passengers). However, there are no markings that would implicate Raenar to be a servant of the Dark Lord. The ceiling is open to underside of the roof. Lanterns hang from two hooks jammed into the rafters. The cupboards hold several ceramic dishes, some steel eating utensils, and a silver-handled knife (worth 20 sp). Outside the front door, a stack of wood supplies the stove.

2. Guest Room. A simple bedchamber used by Raenar's passengers before they are escorted across the Anduin. The room holds nothing of value.

3. Raenar's Room. The smallest room in the house, it is by no means the least. Comfortably furnished, the bed would satisfy the fussiest of sleepers, and a leather-upholstered armchair sits nearby for sleepless nights. A large hardwood desk, kept well polished, holds an ink bottle, two pens, and a notebook, written in Adûnaic. The notebook is Raenar's observations and notes about the town. The entries only hint at Raenar's true motives; however, further searching will find his drawers locked, Hard (-10) to open. In bottom drawer reposes a small book written in an obscure language (Morbeth), and a small pouch with 10 gp and 37 sp. The book is a record of Raenar's service to the Dark Lord as ferryman. Above the bed, several nails protrude; this is where Raenar hangs his bow. The greatest secret of this room lies under the rug: a trap door, Sheer Folly (-50) to find. It leads to a passage that emerges at #4 on the terrain map (Section 3.32).







3.4 THE TASK

The objective will unfold gradually as the PCs delve further into the story: to discover the identity of the ghost on the river and, if malevolent, dispose of it. Those who are willing to aid in settling the mystery of the river ghost should be prepared for the challenge that Raenar (and possibly Ebarthon) presents.

3.41 STARTING THE PLAYERS

Bar-en-Tinnen lies directly on the Anduin river at the junction of the Sir Tinnen, sixty miles south of Minas Tirith. It is a small town having a population of approximately 500 people with scattered settlements throughout the surrounding countryside. The PCs, while travelling through the area, stop there and soon hear rumors of the ghost on the river.

Since most of the townsfolk have chosen to ignore Farahail's story (and those that do will not help him), Farahail is desperately looking for a group of people to find the river ghost and prove him at least partially right. If the PCs need more motivation than the plea from a frantic tailor, then Farahail will offer a payment of whatever seems reasonable (from personally crafted clothing to a sum of money; 10 sp/player).

If the GM is using this adventure to start a campaign, the PCs may opt to be natives of the town, in which case Farahail will be a friend of one of the PCs. If Farahail's pleas fall on deaf ears, then try presenting the PCs with a personal sighting of the ghost returning from the other side of the river.

3.42 AIDS

Local knowledge of the area could prove useful, although it is not essential. Supply stores or the Cartographers' Guild might provide a map of the area surrounding Bar-en-Tinnen. Farahail himself may be of the most help, since it is he who is sponsoring the investigation. However, the PCs must depend on their own skills, tactics, and resources. If they act wisely, the adventurers may gain some personal profit as well as the thanks of the town.

3.43 OBSTACLES

Raenar is a fearsome opponent, although sometimes he becomes overconfident. The ferryman's skills and knowledge of the area contribute to his determination to win any conflict. He values his life above all else, but he will not desert his post unless revealed to the open public or killed. And he will use the surrounding landscape to aid his game of survival. Often a cool mist or thick fog rolls in off the Anduin to aid Raenar and hinder his opponents. He will use every tactic and trick that he knows. Raenar will initiate action to prevent his discovery once he learns that Farahail has hired people to find the river ghost. After all, some travellers do leave town and never come back...

Ebarthon is Raenar's current passenger. She is staying in town and is well aware of Farahail's threat to Raenar's secret. She is much smarter than Raenar, but will only come to his aid if it is in her best interest to do so (such as to prevent her own exposure as an agent of the Dark Lord). If Raenar is revealed and Ebarthon is not, then she will remain silent and may play a part in further adventures.

A final annoyance is the verbal harassment the Town Speakers issue to both Farahail and the PCs for pursuing "a silly story." They worry that their prestige and status will suffer if the bard is proved correct. Tharadoc, the youngest of the Speakers, already knows of Raenar's operation, since he is a member of the Dark Fellowship. (See Section 4.0.)



3.44 REWARDS

The gratitude of the young tailor will be the first and foremost reward, along with any payment that Farahail may have promised. The items and money on Raenar's person and in Raenar's home (and possibly Ebarthon's possessions) are also available to victorious PCs. There will be some reluctant thanks from the Town Speakers for ridding the town of the menace.

3.5 ENCOUNTERS

Section 8.0 provides a Table covering the generation of random encounters in the area of Bar-en-Tinnen. However, there are some encounters that are specifically for this adventure. These follow in the text below.

3.51 TOWNSFOLK

The townsfolk will respond favorably to the PCs while they investigate the town and the surrounding area, even if the individual concerned has discounted Farahail's story. Such people may be a small boy, a craftsman, a fisherman, a mill laborer, a merchant, or even a Town Speaker. They should not be hostile unless the PCs have done something directly contrary to the morals of the town's populace. Most will flee from combat.

The Town Speakers are a group of seven men who make administrative decisions for the town. They are usually courteous, pleasant, and rather talkative. They are, however, somewhat narrow minded, and do not tolerate disrespect; they have a tendency to ignore the youth of the village.

3.52 WILDLIFE

The woodlands are abundant with many kinds of flora and fauna, any of which the PCs might encounter during their investigation. The aggressive black bear native to the region and the highland lynx that prowls the hills might each provide an unexpected challenge. For more information, see Section 8.0 which contains the Beast Table.

3.53 RAENAR AND EBARTHON

In town, Raenar appears to be a normal craftsman, while Ebarthon poses as a visitor from the north (Minas Tirith, should anyone ask). If in danger of being exposed, Raenar will initiate a deadly game of cat-and-mouse to prevent his discovery. This ploy includes general avoidance (hiding), trap building, distraction, and outright attack.

Raenar's traps are usually simple in design and rather standard. The most common is a trip wire fashioned from fishing line followed by sharp, loosely piled rocks, sharpened wood, and caltrops. The trap is Very Hard (-20) to find. Raenar will only set it if he has sufficient time. Otherwise he may scatter caltrops to annoy the PCs. If a PC trips over the wire, he must make an Extremely Hard moving maneuver or fall headlong onto the trap, suffering a 100MCI attack minus the maneuver number rolled (non-open ended). Anyone who achieves 101+ on their maneuver has avoided falling or stumbling. Raenar will use his composite bow to ambush the PCs as well. Only as a last resort will he fight the PCs in hand to hand melee.

Ebarthon, though a servant of the Necromancer, will remain neutral for as long as possible. If she is discovered (perhaps on the night that Raenar plans to ferry her across the Anduin), she will attempt evade the PCs. If her identity and purpose are revealed, she will act to eliminate her opponents. Ebarthon was trained for city missions and is out of her element in the small town; as a result, she will flee if presented with overwhelming odds.



3.6 GAMEMASTER'S NOTES

Raenar is a worthy opponent. Ever careful, he calculates his moves before performing them. The ferryman will, given time, set several of his traps before attacking the player characters. He will normally spread them out, roughly twenty feet apart, and in the dry riverbed area. Raenar will then camouflage himself and hide in the natural areas within the riverbed. Acting as a sniper, he will shoot at his foes, and then carefully sneak to another position. This tactic may also have the PCs believing that they have more than one (or two) assailants.

Ebarthon, on the other hand, will attempt to flank the PCs. After Raenar's attack, she will single out a player and then ambush him or her. If outnumbered, or put in a position that will directly threaten her own life, Ebarthon will flee on foot, leaving Raenar in the lurch. Her refuge is the hold of the Edain-in-Arthedur (detailed in Section 5.0), where she may provide an additional annoyance to the PCs in the later adventure.

As a suggestion for handling play, deal with PCs individually. While Raenar is stalking the PCs (or vice versa), each PC will know a separate set of facts. It is suggested that while much of the activity is going on, the Gamemaster should write notes and pass them to PCs who might see or hear something that the others do not. It is also suggested that a similar approach be taken if the PCs split up to attempt to flush out their attackers. This method could result in a few interesting situations if one player, after stalking around in the woods for a number of rounds, sees a figure who he believes is Raenar, tackles him, and then finds out it is one of his fellow party members. (Which, in fact, is one of the things that Raenar is trying to do.) This method could help in establishing a mood of suspense, as the PCs will not know where the next arrow (or dagger) will be coming from next.

4.0 THE SURVIVOR

The lower Anduin Valley (S. "Nan Anduin") is home to a great many people, as indicated by the numerous villages, towns, and cities on its banks. The Great River is the center of life in southeastern Gondor, for it serves as a source of water, food, travel, and commerce. One of the greatest trade routes in all of Endor, the Anduin allows easy passage of goods from cities and towns.

To the people of Bar-en-Tinnen, the mighty waterway is especially important. Without it, this small sleepy town would not exist. There are locals, however, who endanger the village's future by preying upon the unwary traders on the river. These bandits constantly look for profitable opportunities, regardless of the consequences. By involving hapless merchants and travellers in the fray, they threaten trade around Bar-en-Tinnen and could well put an end to the town many of the brigands have lived in all their lives.

4.1 THE STORY OF THE ÁLAMLAS

Yesterday, the merchant vessel known as the Álamlas (S. "Elm-leaf") left the port of Harlond. She was to set sail for Pelargir to deliver cloth, food, and some weapons from Minas Tirith to the large port city on the lower Anduin. The captain, Perelion, ordered a quick departure that afternoon in order to make the best possible time to Pelargir.

THE FOGGY NIGHT

That night, the Álamlas encountered an unusually heavy fog, so dense that even the brightest beacons were shrouded in the mist. Fearing that he would be late and forego his bonus payment, the captain decided to press on, keeping nearly all of his crew on watch. A short time later, a crewmember spotted the flickering light of a beacon directly ahead of the ship. The beacon indicated a warning that rocks, and ultimately the shore, lay ahead. Ordering the ship to change course to starboard, Perelion hoped to avoid the danger while still pressing southward. Unfortunately, he should have kept his ship moving directly towards the beacon, for later that night the merchant vessel ran aground on the eastern bank of the river. The ship was heavily damaged by the impact, and the crew found itself in desperate straits. While he was hardly at fault, Perelion hastily looked for answers as to why he had gone so far astray.

The distraught captain received his answer quickly. A small vessel crowned with a large cylindrical object came looming out of the fog. As he squinted in the darkness, he saw the shape of a great glass ball with a huge smoking wick in its center — a great lantern. Beside it stood a tall man dressed in black who merely smiled as he raised his crossbow. The shadowy figure took aim at the same moment that a group of armed men swarmed out of the neighboring wood and scrambled down the embankment toward the crippled ship. Perelion realized too late that the end of the Álamlas was at hand.

THE AFTERMORNING

For the patrons of the Fen Worm's Fire, the smell of Laren's cooking wafted through the halls of the inn. The sun had risen and was beginning to burn through the fog that had settled in last night. Something was different this morning, however, for a stranger arrived with the dawn. Normally, his presence would not have attracted so much attention, but this traveller was found lying on the doorstep. He was drenched in river water, and a broken arrow shaft protruded from his left arm.

4.2 THE NPCS

This adventure uses many of the NPCs that can be found in and around the town of Bar-en-Tinnen itself (as described in further detail in Section 7). However, most or all of the following NPCs will undoubtedly encounter the characters.

4.21 PARIGAN, THE SURVIVOR

Parigan is a young lad who joined the crew of the Álamlas two months ago. When he decided to become a sailor, he resolved to work hard and soon earned the respect of his fellow crewmembers. Parigan became a very able seaman in a very short time. In his short two months with the ship's crew, Parigan learned more than he had in his first sixteen years. It proved a rich experience — until last night. While his encounter with the bandits was his first true fight, it was nearly his last.

When the Álamlas ran aground the night before, Parigan immediately started to look for a way to get the ship moving again. He lowered himself over the edge of the ship towards the rear section. As he surveyed the damage to the vessel, he saw the boat with the great lantern upon it emerge from the fog. Thinking that help had arrived, Parigan began to hoist himself onto the deck, only to see the man on the smaller boat raise a crossbow and kill his beloved captain. Then several other men charged from the bank and began slaughtering the rest of the crew. When Parigan saw one of the bandits to his left take aim, the lad acted quickly. His state of shock broke in the face of imminent death. Just as the bandit loosed his arrow at Parigan, the boy dove into the river. The arrow caught him in the upper portion of his left arm, but did not penetrate too deeply.

When he hit the water, Parigan managed to ignore the pain. He frantically swam away under the surface and eluded his predators in the darkness. Exhausted, he drifted in the current of the river, barely able to keep his head above the water. After nearly an hour of slowly drifting along the eastern bank of the river, he saw some lights in the distance. At last, he found a refuge! Summoning the last of his strength, Parigan swam towards the lonely town on the river's edge. He staggered into the village at midnight. Wandering past both the town hall and the barracks, he took shelter in the vestibule outside the door into the Fen Worm's Fire. There he collapsed and slept, to be found the next morning.

Parigan is currently in poor condition. Coupled with his wound, mild hypothermia has left the boy in bad shape. He constantly babbles about the ship, and how "they" killed his comrades. He is able to recognize people and talk rationally in short bits and pieces, but the strain of the previous night has overwhelmed him. If questioned about what happened, he will act confused. It will be days before he can offer anything but a very vague recollection of the attack.

In his current condition, Parigan is a very pale young boy with black hair and grey bloodshot eyes. He is wearing torn grey pants and a shredded grey tunic, neither of which have any distinct markings. His left shoulder is swollen by a mild infection from the wound.

4.22 SARGAN, THE BANDIT LEADER

Sargan is the mastermind behind the grounding of the Álamlas. He also wielded the crossbow that killed Perelion. A very cruel and cunning man, he leads a brigand band that is responsible for several riverine raids between Pelargir and Minas Tirith during the past two years. He is also associated with the Edain-in-Arthedur (S. "Men of the Dark Realm") and often uses them as a means to sell his ill-gotten goods. (See the next adventure.)

With seven companions, Sargan makes his home on the eastern banks of the Anduin, some ten miles north of Bar-en-Tinnen. His band uses a special boat that Sargan designed and ordered built some three years ago. This small vessel is fitted with a large beacon lantern on its bow, a device that the bandits use to mislead unwary navigators into the Anduin's shallows. If their prey is disabled close enough to the shore, Sargan's brigands strike from the riverbank, kill the unwary crew, and loot the vacant ship. Then they burn the remains.

Sargan is a ruthless man who often kills people for no other reason than sport. Nonetheless, he is careful and thorough. The attack on the Álamlas left him with a unique problem, a danger he had never faced before, a survivor.

When Sargan visits Bar-en-Tinnen one day after the arrival of Parigan, he will be looking for his contact with the Edain-in-Arthedur. He hopes to quietly sell his latest plunder in town through safe channels. It is then that he will discover that one of the Álamlas' crewmen survived and made it to the village. Tharadoc, Sargan's contact with the Edain-in-Arthedur, will inform the bandit leader that the sailor Sargan assumed had drowned now threatens both the brigand band and the local Men of the Dark Realm. Ever overconfident, the river bandit leader appears unconcerned.

Sargan is a tall man of Númenórean descent. He dresses in dark shades, even during the height of summer. Thirty-five years old, he has a full shock of hair which is just beginning to show thin streaks of grey.

Sargan is malicious and cunning, and he has determined to eliminate any person who might be able to identify him as a bandit leader. He favors using his finely crafted, (+15 non-magical) steel-bowed crossbow.

4.23 GARIAC, SARGAN'S ASSISTANT

Fiercely loyal to his leader and friend, Gariac acts as Sargan's "second man." He is the trusted counsel of the brigand leader. As the second in command of Sargan's group, Gariac often accompanies Sargan to his meetings with his contacts outside of the bandits' hold.

Gariac was abandoned ten years ago as a youth in the outskirts of Pelargir. He met Sargan in the great Sea-lords' port about a year later, and they became good friends. Both men are hard and cunning, but Gariac is much more reluctant to carry out exceptionally vicious acts. Unlike Sargan, he is troubled that the missing sailor survived, and may be a threat to the river bandits' identity.

Gariac is a strong man of mixed Dunlending and Enadoran descent. Short and stocky, he stands but 4'11". His hazel eyes and brown hair give him an innocent look which has aided him in deceiving others in the past. He often wears a brown cloak to hide his leather jerkin and carries a (+10 non-magical) bow made of yew.

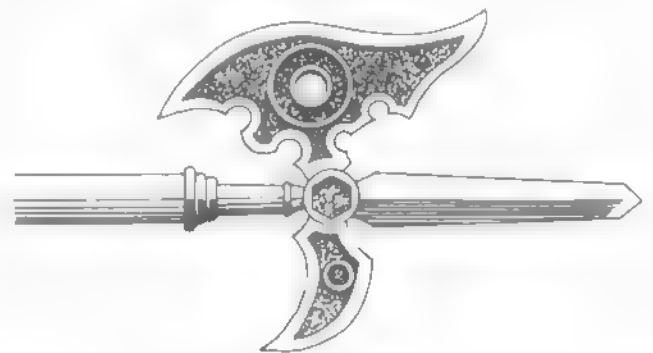
4.24 AMADAR, FOLLOWER OF SARGAN

During the attack on the Álamlas, Amadar fired his bow at Parigan. He is also accompanying Sargan and Gariac to Bar-en-Tinnen to meet Tharadoc and sell the goods the river bandits salvaged during their raid on the Álamlas. Hardly bright or subtle, he is loud, obnoxious, and has a tendency to brag even while in the company of his superiors. The young bandit is quite capable, however, of killing anyone that he deems a threat.

Amadar has a medium build and stands 5'10". He is of very mixed blood, having Númenórean, Rohir, and some Sagath ancestors. His long, dirty-blond hair is often unkempt and sometimes obscures his vision. He carries a (+5 non-magical) composite bow that Raenar the fletcher constructed for him three months ago.

4.3 THE SETTINGS

This adventure occurs within the town of Bar-en-Tinnen, so refer to the description in Section 3.3 for the layouts of the town. Much of the action will focus on the Fen Worm's Fire. The bandit hold to the north will not be covered here, since it is unlikely that the PCs will go there.



4.4 THE TASK

The task provides the PCs with an unusual circumstance. A sailor who has wandered into the town, half-drowned, with an arrow in his left shoulder leaves evidence of bandits on the river. He babbles incoherently in his illness about his captain and his ship (which he never names). Late that evening, three travellers from the north arrive in Bar-en-Tinnen and stay at the Fen Worm's Fire, and the young sailor begins to act even more strangely. The task is to first, discover why the sailor's behavior changes around the three travellers, and second, protect the young sailor from the bandits who intend to silence the one who could identify them.

4.41 STARTING THE PLAYERS

To begin with, the PCs should be staying in the Fen Worm's Fire. This is particularly true if they are involved in a continuation of the previous adventure. After all, there is only one inn in town.

The PCs will awake with a start to hear Laren scream. When she opened the front door, the young half-drowned, unconscious sailor fell into the inn. Laren will take the sailor in, treat his wound, and give him a bed. He will remain unconscious for at least six more hours; when he awakens, he will begin to speak in fragments about his captain. By the time the three travellers (Sargan, Gariac, and Amadar) push through the inn's door, Laren will have Parigan sitting in the main hall by the fireplace. When the travellers arrive, Parigan will begin to shake and ask (in fragments) to be taken back to his room. Perceptive PCs who make a Hard (-10) perception roll will notice that Amadar keeps looking at Parigan.

4.42 AIDS

Aside from Pangan's and Amadar's odd behavior, there is nothing to really tip off the PCs as to what is going on. Laren may be of some help, since she will watch over the sailor that night (and can scream to wake the PCs up). The young sailor is in such bad shape that he can no longer defend himself from his assailants. Sargan and Gariac know the importance of keeping their identity secret and will act accordingly. This may help the PCs, because the two will flee if odds are presented against them.

4.43 OBSTACLES

Sargan, Gariac, and Amadar are the only obstacles in this adventure. They will act as if they were infrequent travellers from the North (as they are), ignoring Parigan until the opportunity presents itself. They will not stay at the inn, since Tharadoc has informed them about Parigan, but will make camp upriver. Their intention is to wait until Pangan is asleep. Then they will quietly kidnap him and drown him in the river, hoping to make it look as though the boy had accidentally drowned himself in his delirium.

4.44 REWARDS

Aside from the thanks from the sailor, the player's rewards will not be terribly substantial. Although, if the bandits are exposed (and captured), the town will reward the PCs with twenty silver pieces each for their effort to protect the town and its citizens. Should Sargan be captured or revealed, his group of bandits will soon disband and flee the area so as to not jeopardize their own safety. If Sargan is not captured, he may return to harass the PCs at a later time.

4.5 ENCOUNTERS

The three river bandits serve as the prime force in this adventure. Although out of their element, they are still dangerous opponents. The PCs may first encounter the brigands on the streets of Bar-en-Tinnen as the three wait for their meeting with Tharadoc (who will only pass them a note). Two of the bandits are rather noticeable. Sargan always dresses in very dark clothing, and Gariac is quite diminutive. They visit (rather than lodge) at the Fen Worm's Fire, hoping to confirm Tharadoc's note.

That night, the three will approach the inn in their bandit garb, faces veiled. Sargan will enter quietly through the door in the back of the inn, while Amadar and Gariac wait outside Pangan's window. Sargan will then attempt to subdue both Laren and the sleeping Parigan. Parigan will be carried out the window and taken down to the river by his three assailants.

NOTE: *Have the PCs make a Hard (-10) perception for every action that Sargan takes.*

When Parigan is passed through the window, Amadar's lack of discipline will come into play. Amadar unwittingly speaks louder than he ought to, commenting on how light the boy is. His voice is Easy (+20) to hear. Amadar will be reprimanded (quietly) by Gariac, and the three will continue toward the river. If the three are confronted by a player (or anyone else) while carrying Parigan, they will flee with the boy in their arms (a hostage).

The outcome of this adventure is highly variable, but keep the goals of the bandits in mind. They want to eliminate the only person who may be able to identify them, and as a result re-establish their more informal contact with the Edain-in-Arthedur.

4.6 GAMEMASTER'S NOTES

Always remember that Sargan wishes to keep his identity secret and will go at great lengths to do so. He and his companions are staying outside of the town, so as to not draw suspicion to themselves. He feels that eliminating the injured sailor by having him "disappear" is the best way to ensure no witnesses. The night that they kidnap Parigan, Sargan is not ready for the fact that Laren will be at the young sailor's bed all night, tending to his wounds. He does not wish to kill Laren; thus, he will only subdue her to prevent her from getting help. He will bind and gag Parigan in order for his companions to carry him out.

If confronted by the PCs, Sargan and his cohorts will flee, carrying the sailor on their backs (using him as a shield). They will traverse the river Tinnen at the dam behind the flour mill, and then rush into the wooded region north of the town. Walking across the dam is a Light (+10) maneuver, although Sargan will be greatly encumbered (-50 to all maneuvers) since he is carrying the boy. He will cross slowly. Leaping across the floodgate on the other hand, is a Hard (-10) maneuver, so Sargan will first pass the boy to his assistants and then leap across himself (the floodgate is six feet across). Amadar will also try and deter pursuers by using his longbow to preferably kill or maim the PCs. (PCs with common sense will realize that taking cover is better than being a moving target.) The bandits prefer to flee, of course, and they will fight only if cornered or their identity is revealed to the PCs (remember that their faces are veiled).

As mentioned above, the outcome of this adventure is variable. The PCs who can coordinate themselves will be much better off. As an additional tip for conducting play, refer to the Gamemasters' notes for the previous adventure (Section 3.6) when dealing with PCs who have separated while pursuing the kidnappers. This could prove very interesting for both the players and the Gamemaster.

THARADOC



5.0 EDAIN-IN-ARTHEDUR

The people of Harthilien (S. "Southern Moon-land") live in the shadow of the Ephel Dúath (S. "Shadow Fences"), the jagged mountain range that separates Gondor from the realm of Mordor. A wary peace dominates the fertile slopes while the Black Land remains seemingly dormant. Since the Dark Lord's downfall at the end of the Second Age, evil's touch has been absent from the scattered farms and manors. Recently, the Shadow has subtly grown in strength, never showing its face, but always felt. One of its fingers prods the lands around Bar-en-Tinnen; it is known as the Edain-in-Arthedur (S. "Men of the Dark Realm").

5.1 THE TAILOR'S MISSING SON

The Dark Lord, under the guise of the Necromancer, is seeking to re-establish his hold on Harthilien. The Edain-in-Arthedur is a small part of the Dark Lord's work. For decades, the presence of the cult has gone unnoticed, and its membership has grown. However, in recent weeks, the secrecy of the Edain-in-Arthedur has been threatened by the overly curious Farahail (see Section 3.21). The cult feels at risk of exposure and has determined that the bard must be silenced.

Four days ago, Farahail travelled out of town to visit friends on their farm. He intended to stay overnight, but he did not return the next day. Nadhaim, Farahail's father, is very concerned about the well-being of his son. Yesterday, he obtained a ride on a grain wagon to visit the farm and check on the youth. Farahail had arrived safely, spent the night and most of the day there, and

departed in the late afternoon. Worried, his father followed the path which the young man took back toward Bar-en-Tinnen. One mile southeast of the town walls, Nadhaim found Farahail's backpack, tossed in the bushes beside the trail.

Nadhaim returned to the village in haste and approached the Wise Seating. He met immediate resistance. Tharadoc, their spokesman, replied:

"Farahail is no longer a boy and is well able to take care of himself. Undoubtedly, he's merely intent on giving you a scare. He'll be back in a few days."

Knowing his son's dutiful attitude, Nadhaim was appalled at this response.

5.2 THE NPCS

The NPCs in this adventure include townsfolk, travellers, and the Edain-in-Arthedur. The cult is twenty strong at present, and its members range from farm-workers to one of the Wise Speakers.

5.21 NADHAIM, RETIRED SOLDIER

Nadhaim is a very weathered forty-eight year old man, who looks to be in his fifties. He shows a strong resemblance to his son. He was once a warrior for the Gondorian army at Minas Tirith, but has long since retired due to injuries sustained in the course of duty. While on patrol, the soldier was ambushed by several Orcs. Though victorious, Nadhaim lost his left hand and was cursed with a limp for the rest of his life. He was decorated for his heroics and given a plot of land in the town of Bar-en-Tinnen.

Although crippled, Nadhaim is a strong man. He became a tailor when he retired and has prospered. His garments are worn by many prominent townsfolk; indeed, the ceremonial robes of the Wise Speakers are of his making. He owns several mementos of his service in the army; one of these is a large hand-and-a-half sword. The (+20 magical) steel blade is decorated with gold and silver trim.

Nadhaim is convinced (and right) that something has happened to his son. Due to his own physical limitations and the resistance shown by the Wise Seating, Nadhaim is seeking outside help. He loves Farahail and fears for the young man's life. He will do everything in his power to save his son's life, including the sacrifice his own.

5.22 THARADOC THE SPEAKER

Tharadoc has been a member of the Wise Seating for the past six years; unfortunately, he has been in the service of the Dark Lord for fifteen. The youngest of the Speakers at age fifty-two, he is extremely ambitious. Tharadoc is responsible for much of the Necromancer's foothold in the region. He, with his colleague Gulthuin, has kept the Edain-in-Arthedur strong and hidden in shadow. The Speaker seems to be a kind man, very gentle and trusting. Only Gulthuin and the Edain-in-Arthedur know of his dark side.

Sixteen years ago, Tharadoc was tempted by the Dark Lord's Nazgûl with images of power. Since then he has assisted Gulthuin in establishing a hold of darkness in the area surrounding Bar-en-Tinnen. He is ever wary about potential threats to the Edain-in-Arthedur and is equally watchful potential members.

Tharadoc habitually wears Speakers' garb: a flowing red robe, lined with silver and gold trim. A ring encircles his right index finger. It is gold encrusted with blue sapphires and enhances Tharadoc's spellcasting abilities (serving as a x3 Essence power point multiplier).

5.23 GULTHUIN THE PRIEST

Gulthuin founded the Edain-in-Arthedur and has been instrumental in keeping the cult secret and strong. The Priest is a truly evil man and holds no reservations about eliminating those who come too close to discovering the existence and purpose of the organization. He is behind Farahail's disappearance and only awaits the next gathering of the cult's membership for worship to dispose of the inquisitive bard.

Gulthuin is in his fifties. He was raised in Umbar and is of mixed Black Númenórean blood. His personality is cold and he is fascinated by the twisted, the bizarre, and the cruel. He has always revered the Dark Lord as the King of Men and will serve Sauron until death. While presiding in Amon Dûr, Gulthuin wears ceremonial garb: a flowing black robe with red trim and a lidless red eye embroidered on the chest. He carries a black wooden staff bearing mithril caps on either end.

The staff's name is inscribed on the staff in inlaid Ithilnaur (S. "Moon-fire"), using Feanorean lettering. The Black Speech characters spell "*Burzghash*," which means "Dark-fire." A +15 weapon, it is also a x2 (Channeling) power point enhancer that enables the wielder to cast a +30 *Dark Bolt* (treat as *Shock Bolt* using cold criticals) five times per day. *Burzghash* is inherently evil and will deliver a point blank +50 *Dark Bolt* to any non-evil person who touches its wood.

5.24 ARIKS THE EASTERLING

A lone traveller and warrior, Ariks has stopped at Amon Dûr during his return to his homeland in the east. He is fiercely loyal to his tribe and considers surrendering without a fight to be a cowardly act which brings dishonour to his people. His knowledge of Westron is poor, and he is frequently misunderstood. The warrior usually wears an extended chain shirt and carries a shield. He wields a large (+15) bastard sword made of adarcer. Ariks feels welcome at Amon Dûr and is stocking up for his long journey North.

5.25 TERISION THE CORSAIR

After escaping from his Gondorian captors in a recent skirmish on the Anduin, Terision fled into Harthilien. He hopes to return to the city of Umbar. Holed up in a shallow cave and bleeding, he was found by Ariks and taken to Amon Dûr where he could rest and obtain supplies before he started south again. Terision has exchanged stories with Ariks, and the two have become fast friends. Terision is reckless, but also very cunning when confronted by a dangerous foe. Anything within reach can be turned to an offensive purpose by him — pots of boiling water, burning logs, chairs, sawdust, crockery, and even bedclothes.

5.3 AMON DÛR

Hidden in the low, rolling hills less than ten miles from the town of Bar-en-Tinnen lies Amon Dûr. The hold was built a year after Gulthuin's arrival in Harthilien and has served as the center of the Dark Lord's influence in the area. It is rarely ever empty; Gulthuin makes it his primary residence, and three or four of the Edain-in-Arthedur are usually present to use the library, consult the Priest concerning evil deeds, or execute repair work on the crumbling stone of the underground halls. The Fellowship meets once per month to worship and affirm their loyalty to the Dark Lord. When the PCs arrive at Amon Dûr, three of the Edain-in-Arthedur, Ariks, Terision, and Gulthuin, occupy the hold. Farahail is being kept in a provisional prison to be disposed of in three days.

Amon Dûr was constructed in a but a few weeks, so flaws are quite visible in the stonework. The entrance faces directly north towards Dol Guldur. It is well hidden and Sheer Folly (-50) to spot from a distance of more than 100'. Any closer, the trees are not an effective screen, and it is only Very Hard (-20) to find the portal.

1. Entrance. The door is set twelve feet into the hillside. It is unmarked, locked, and Hard (-10) to open. Beyond the door, stairs lead down to a vaulted hallway. The steps are rough, a Routine maneuver to descend. However, anyone running up or down these stairs has a chance (01-05) of dislodging one of the flagstones. In this case, he or she must make a Very Hard maneuver to avoid a fall to the base of the steps (treat as a +35 MCr). An Easy (+20) perception roll will reveal the odour of burning wood.

2. Kitchen. The door has no lock and swings silently on its hinges. A large wood burning stove sits on the north wall and is almost always lit. The chimney stack travels up through the ceiling. A weapon rack on the south wall holds two broadswords, a shortsword, and a spear. A table sits in the southeast corner of the room, around it, there are three wooden chairs. The door on the northwest portion of the wall opens onto the privy, while the other door leads to the rooms of some of the residents.

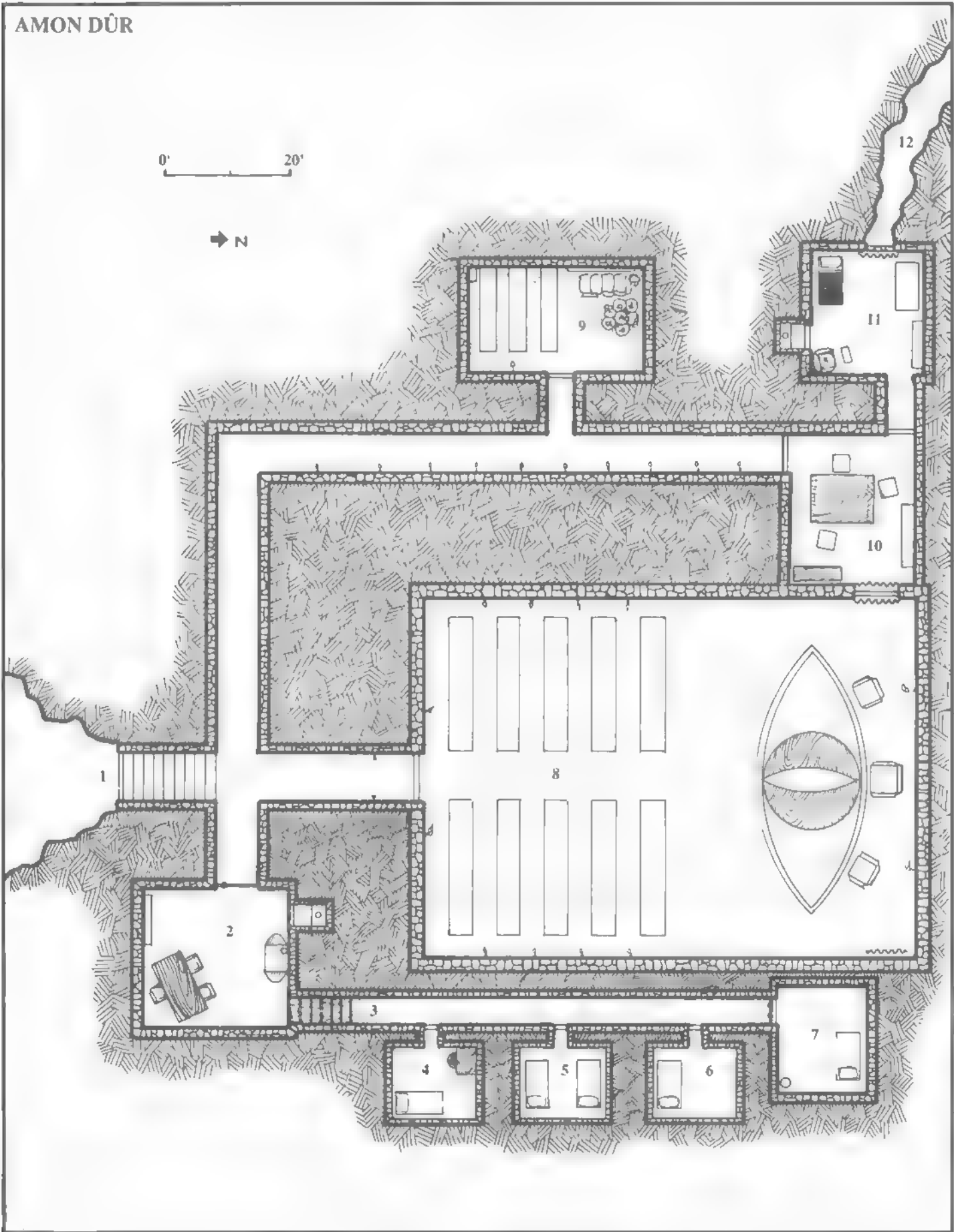
3. Hall. The stairs are rough and similar to those at the entrance. There is a chance (01-02) that someone descending them will randomly dislodge a stone and stumble. The chance increases (01-08) if someone tries to run up or down the steps, which is an otherwise Medium (+0) maneuver. Several doors line the wall, all the doors are locked and Hard (-10) to pick. A perception roll will reveal a strange odor that gets stronger as one reaches the last door.

4. Bedchamber. This room is usually occupied by a different person each night, if at all. It is reserved for guests, spies, and travellers in the service of the Dark Lord. A sturdy bed covered by a homespun quilt and a small desk are the only furnishings present. None of the drawers in the desk are locked. A small, hidden compartment behind the lowest drawer holds a forgotten scroll enured with the *Unharring Ways* spell list (to 10th lvl). The compartment is Very Hard (-20) to spot and Hard (-10) to open. The bed is fitted with comfortable white cotton sheets and a wool blanket, a luxury to most travellers, beneath the quilt. The chamber is occupied by the young Balchoth warrior named Ariks.

5. Bedchamber. This room possesses two beds, each fitted with white cotton sheets and a linen blanket. A clothes hook protrudes from the wall at the foot of each bed. Currently only one of the beds is in use. A Corsair traveller (Terision) from the South has been here for two nights; he is preparing to leave for Umbar the next day.

6. Bedchamber. This room looks as if it has not been fully completed. The stonework in the northeast corner gives way to packed earth, and a rickety cot occupies one wall.

7. Prison. This comfortable room has been converted into a holding cell for Farahail while the Fellowship prepares for the ritual that will be his demise. The door is barred and locked, Very Hard (-20) to open. A tendril of smoke rises from a small urn of burning leaves called Gondias (S. "Stone-leaf"), a level 2 poison. Anyone who breathes the smoke (whoever does not cover their mouth and nose) must make a resistance roll against poison. Those who fail are at -50 and become quite intoxicated. Farahail is unconscious, due to the effects of the smoke, and must be carried out.



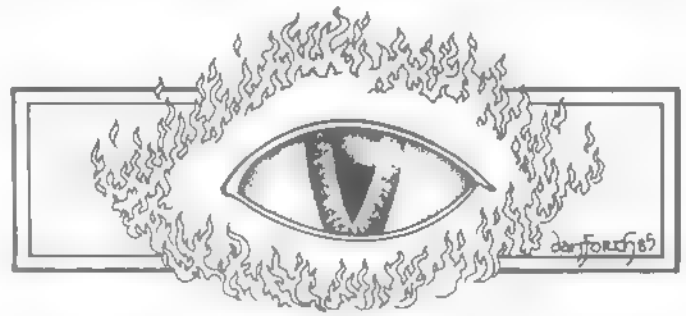
8. Meeting Hall. This large room, forty feet long and thirty wide, serves as the main meeting hall of the Edain-in-Arthedur. At the front squats a huge table (more than twenty feet wide and ten deep and weighing four hundred pounds). Fashioned from oak, it is an ellipsoid, intricately decorated and inscribed with Feanorean lettering in archaic Morbeth around the rim. A concentric series of three oval-shaped rings are carved into its surface. They are inlaid with a silver alloy and depict a lidless eye. The table acts as a x3 power point enhancer for Gulthuin when he is within five feet of it (not cumulative with his staff). Three plush chairs sit behind the table, the largest in the center. The cushions on these chairs are made from crimson cloth. On the east and west walls hang black tapestries that bear the red lidless eye. Behind the tapestry on the west wall is a wooden door that leads into the Council Chamber. There is no doorknob on this side of the door, and the lock is on the far side.

9. Storage Room. Food and supplies for Amon Dûr occupy this chamber. On the west wall, a weapons rack holds two spears, one battleaxe, a bastard sword, a longbow, and a quiver of twenty arrows. On the floor of the northwest corner lie eight 50 pound sacks of flour, seven sacks of grain, and one bag of salt. The shelves hold a variety of salted meats and spices. Stored in a chest in the southwest corner is a sack with 350 Gondorian bronze coins.

10. Council Chamber. A small library and meeting room where Gulthuin talks privately with select followers. Two wooden chairs sit before a large desk, and behind this looms a larger cushioned armchair. The desk's rolltop is locked at all times and Extremely Hard (-30) to open. An important cache, it contains the records of the Edain-in-Arthedur for the past five years. These include a membership roll, dues owing, and the results of actions taken by the group. However, the documents are written completely in Morbeth using Feanorean letters. The drawers, containing merely ink bottles, parchment, quills, and other necessities, are tightly locked and are Very Hard (-20) to open. The shelves against one wall hold a variety of books, most of which are written in the Black Speech. Among them leans the history of the Second Age from the point of view of the Necromancer of Dol Guldur.

11. Gulthuin's Bedchamber. The most luxurious room in Amon Dûr. A plush, feather mattress covered in fine cotton sheets also boasts a knitted black-wool blanket. The north wall holds both an open-faced wardrobe and an oak dresser. The wardrobe holds three black robes, which Gulthuin uses most of the time. The dresser contains a variety of ordinary travellers' clothing for his travels into civilized portions of Gondor. A black tapestry similar to those in the Meeting Hall hangs on the west wall. Behind the tapestry is a door made to look like stone; it is still a Medium (+0) maneuver to spot the portal. A chair, covered in a sky blue cloth, occupies one corner with a small footrest. In the bottom of the chair, there is a small, locked compartment, Sheer Folly (-50) to spot. It is Hard (-10) to open and holds twenty Gondorian gold coins. The door on the south wall opens onto the privy.

12. Escape Tunnel. Behind the hidden door, a small tunnel three feet wide and six high, extends two hundred feet beyond the door and emerges near the crest of a hill. Gulthuin will use this as a last resort, if overwhelmed by attackers.



5.4 THE TASK

Since Nadhaim's plea for help was ignored by the Wise Speakers, he will look to strangers for help. If this is a continuation of the first adventure, Nadhaim approaches the PCs, asking them to aid him. Farahail has been taken by the Edain-in-Arthedur and is being held prisoner at Amon Dûr, although none possess this knowledge. The task is to first find Farahail, and then rescue him from his captors. Additionally, the PCs should discover Speaker Tharadoc to be a member of the Edain-in-Arthedur; they may seek to expose him to the rest of the Speakers and have him expelled from the town.

5.41 STARTING THE PLAYERS

Rumors start easily in Bar-en-Tinnen; therefore it is likely that the PCs have heard of the young Bard's disappearance. Nadhaim is a very worried man, deeply concerned with the well-being of his son. Shortly after his meeting with Tharadoc (and the resistance he encountered), Nadhaim will try and hire a group of people find Farahail. He is anxiously impatient man and has no time to bargain; as a result, his reward may seem a trifle excessive (no more than 10 gp). If this scenario follows the first adventure, it is probable that at least one of the PCs already knows Farahail's father. In this case, the PCs may be more inclined to effect Farahail's rescue (although Nadhaim's reward will still stand).

5.42 AIDS

Initially, Nadhaim will provide the PCs with the best information. The location where he found Farahail's backpack is virtually essential to the adventure. Again, the Mappers' Guild can provide an area map of the lands outside Bar-en-Tinnen. Stealth and tracking skills are highly recommended. Beyond that, the PCs must depend on their own wit and resources to find the bard and rescue him. The weather has been co-operating in the past few days; since no rain has fallen, the tracks may be easier to find.

5.43 OBSTACLES

Gulthuïn the Priest, Tharadoc, and three members of the Edain-in-Arthedur are the main obstacle the PCs face. These individuals are quick to react, but may be blinded by self-confidence. Their cunning coupled with Amon Dûr itself should provide the PCs with more than a simple search-and-rescue. Additionally, Tharadoc should provide yet another problem. A skilled mage, he is very intent on keeping the Edain-in-Arthedur and its location a secret. After talking to Nadhaim, the Speaker realized that the boy's father would seek others' help. He plans to watch for the would-be rescuers, hastening to warn Gulthuïn in person.

The final obstacle is Farahail's mental and physical condition. During his imprisonment, the Edain-in-Arthedur have "incapacitated" the young bard. A strange mixture of herbs has left him quite unconscious. However, if he is awakened, he will behave as if severely intoxicated. Getting Farahail back to Bar-en-Tinnen may prove to be quite difficult.

5.44 REWARDS

Nadhaim's offered reward shall be paid in full. In addition, the Edain-in-Arthedur will be exposed, Tharadoc along with them. The Wise Speakers should feel highly embarrassed; Tharadoc will be expelled and the hold of Amon Dûr sacked by Bar-en-Tinnen's levy. In the days that follow, Tharadoc's position will be replaced by Nadhaim. The PCs may gain an additional reward from the Wise Speakers for ridding the town of the evil brotherhood.

5.5 ENCOUNTERS

There is a seven mile journey between the town and Amon Dûr. Aside from local fauna, travellers, and farmers, the PCs should encounter very little. Most of the animals in the area are not hostile and will flee if frightened. The main encounter will be at Amon Dûr. The Priest, Tharadoc, the two visitors, and the three members of the Edain-in-Arthedur will be aware that Farahail's father has hired a search team. However, clever PCs might surprise them. The members of the Edain-in-Arthedur are inexperienced in battle and will retreat if confronted. Gulthuïn is more dangerous; he is a skilled combatant, and with his spells, a deadly one. Although an effective spell user, Tharadoc is not a combatant and will flee if overwhelmed.

5.6 GAMEMASTER'S NOTES

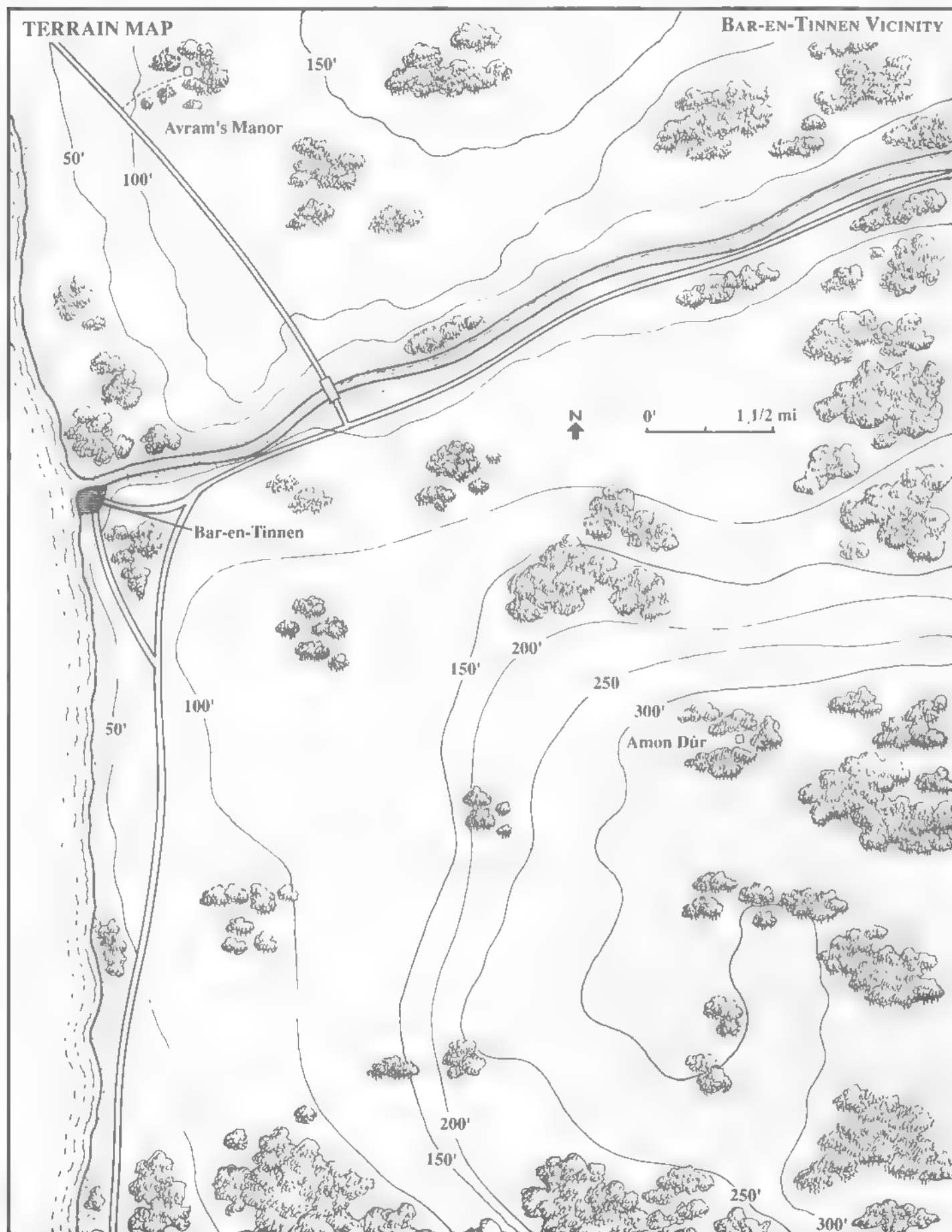
Even if Amon Dûr is a raging battleground and Gulthuïn is aware of it, he will not attack unless confronted by the PCs directly, or unless prepared. There will be at least one guard with Gulthuïn while he is in his office. That guard will leave through the secret entrance in Gulthuïn's chamber. Then he will circle around to bar the door from the outside, preventing the PCs from leaving. Gulthuïn will then rely primarily on his spells to hamper, capture, or kill the PCs. Since he is eighth level, he prefers to cast first and second level spells, spells he can use instantaneously.

Given the opportunity, Gulthuïn will attempt to direct the PCs into the main worship hall. There he is strongest, and he has access to an escape route. If overwhelmed by the PCs, Gulthuïn will attempt to flee out the secret passage in his own room. He also knows the layout of the Edain-in-Arthedur's hold better than anyone else; after all, he lives there. He will exploit this advantage as much as he actively can.

As for the incapacitated Farahail, the effects of the smoke from the leaves in his cell act very much like the effects of alcohol. He will not be able to walk straight; rather, he will only stagger in a random direction, and then fall on his face. Intoxicated, Farahail will be very loud, and he will attract attention to both himself and the PCs. He will also do things that are immeasurably silly, many of which he would never consider doing while sober. (As some suggestions, Farahail might try counting all the rivets on one of the player's helmets, or declare that everything in his sight happens to be part of his house.) Thus, Farahail presents quite a difficult dilemma, especially with Gulthuïn lurking within the hold.

GULTHUÏN





6.0 THE SHADOW ON THE BANKS

Since the beginning of time, the legacy of the Black Enemy has cast a shadow over all Middle-earth. Sauron himself is the most prominent memory of Morgoth, but darkness extends far beyond his evil person. Even the most peaceful towns of Endor are not immune to creatures too horrible to inhabit nightmares. Ancient terrors lie behind the most innocent of covers, remaining dormant for sometimes thousands of years until accidentally unleashed on the unwary populace.

6.1 THE TALE OF THE BLACKFISTED MONK

Long ago, amidst the deceptions and military conquests that characterized the Second Age, a far from humble monk served the Dark Lord by sowing death in the form of disease among all the Olvar and Kelvar. Celgor the Blackfisted was his name, for he wore a black leather gauntlet on his right hand only. When he cursed a tree or a grape vine or a Man, the monk clenched the fingers of his leather-sheathed hand into a fist and directed it, elbow locked, towards his victim. Blight, fever, blisters, and many other ills struck from Celgor's extended arm. Unremembered in the histories, the monk played a minor but necessary role in Sauron's bid to rule Middle-earth. Like the Balrog of Moria, Celgor fled with the downfall of his masters.

He sought refuge in the Yellow Mountains of the Far South, but did not find safety. Instead, an unknown hermit mage killed the Blackfisted one and imprisoned his spirit within an amulet. Mithril shaped to resemble a crescent moon whose tips touch to form a circle around a black opal, the amulet hangs from a chain of mithril. Words are inscribed around the opal in an archaic precursor to the Black Speech. They state:

"Say Celgor the Blackfisted defy your dark void, and never forget the banishing ward and spell, lest you cower and die: with nothing more to make you whole and well!"

When Celgor's bane died alone and forgotten in his old age, the amulet lay for thousands of years on the floor of the mage's cave. And the "banishing ward and spell" was lost with the hermit.

Two months ago, Avram, a traveller from distant Gondor, obtained the amulet from a trading caravan in Bozisha-Dar. Avram returned to Bar-en-Tinnen four days ago, with a great many stories to delight both young and old. When he retired late that evening to his manor north of town, he pulled the black laen crescent from his bags to study the inscription once more. Its letters remained unfamiliar to the old man, but this was not the first time he had pondered their meaning. The stars grew pale as the night approached dawn. Avram's candle flickered and went out, but he had discovered the key to the inscription on the pages of his oldest book. Sitting in the dark, the learned, but foolish scholar pronounced the phrase, "Celgor the Blackfisted defy your dark void."

That morning, the mood of the entire town changed, as if someone pulled a shade across the sun. In the days that followed, horrible visions haunted children's dreams, and the trees began to wither and die. Several townsfolk succumbed to exhaustion and illness, and a farmer found dead animals in his fields. Panic is closing on the town — many fear the Great Plague that struck some years ago has returned. The herbalist's garden was ransacked by a throng of desperate men. The Speakers are struggling to retain control over the aroused citizenry. Last night, Avram the traveller was found outside town huddled in a ditch gibbering. The men and women of Bar-en-Tinnen cry out for action.



6.2 THE NPCS

This adventure introduces two new NPCs. Most of the townsfolk involved have been described in the previous adventures.

6.21 AVRAM THE TRAVELLER

There are few people in Middle-earth who have travelled more often or more widely than has Avram. In his mid sixties, this Man has journeyed as far north as Arthedain, as far west as the islands off the coast of Lindon, as far east as the hills of Kykorian Kyn, and as far south as the Yellow Mountains beyond Far Harad. He is a collector of curios and brings back many "trinkets" (as he likes to call them).

Of mixed Dúnadan descent, Avram stands 6'2". He is tough, stocky, weathered, and strong. His sun-bleached hair is the result of his recent trip south.

Unfortunately for Avram, his collecting ways have been his undoing. The most recent "trinket" that he brought back with him was the amulet imprisoning Celgor's spirit. He unwittingly released the foul monk's spectre two nights ago. Realizing his grave mistake, the traveller fled in horror from his manor. He wandered the on the banks of the Anduin for two days, numb with fear and worry about the terror he had unleashed onto Harithilien. When he was found, Avram babbled incomprehensibly about a "blackfisted demon."

6.22 CELGOR THE BLACKFISTED

Celgor the Blackfisted was born in Móak in the Far East of Endor. Of the Womaw race, he was born with the name Ulp Vâmûl. He adopted the name Celgor sometime after joining the Awg Uscurac, a powerful and mystical order of enchanters originally founded to serve the Hionvor of his homeland. The change coincided with his secret and traitorous dedication to the Avar Elf-queen Dardarien.

Celgor left Móak at the age of forty and joined an order of evil monks known as the the Caranchor-i-gaer. They occupied a secluded seaside monastery in the northeastern Orocarni (S. "Red Mountains"). Celgor rose to become the greatest of the order, but his deeds were unknown in his own country. When the order fell, he escaped unscathed, wandering through the realms of Rúbor, Lurs Vorganis, Ubain, and Jendar before reentering Dardarien's fold. He then pledged his life to Sauron. By that time, the "Blackfisted One" was known and feared throughout the eastern plains.

Celgor wore a black skullcap on his shaven head. His belt was woven from Mannish hair and restrained a full black robe sewn out of human skin and adorned with the (black) lacquered fingernails of his victims. Celgor's boots were sheathed with iron and small but lethal spikes crowned the toes. A tight red suede gloved his left hand, while his right was covered by the massive, plated gauntlet that gave birth to his epithet.

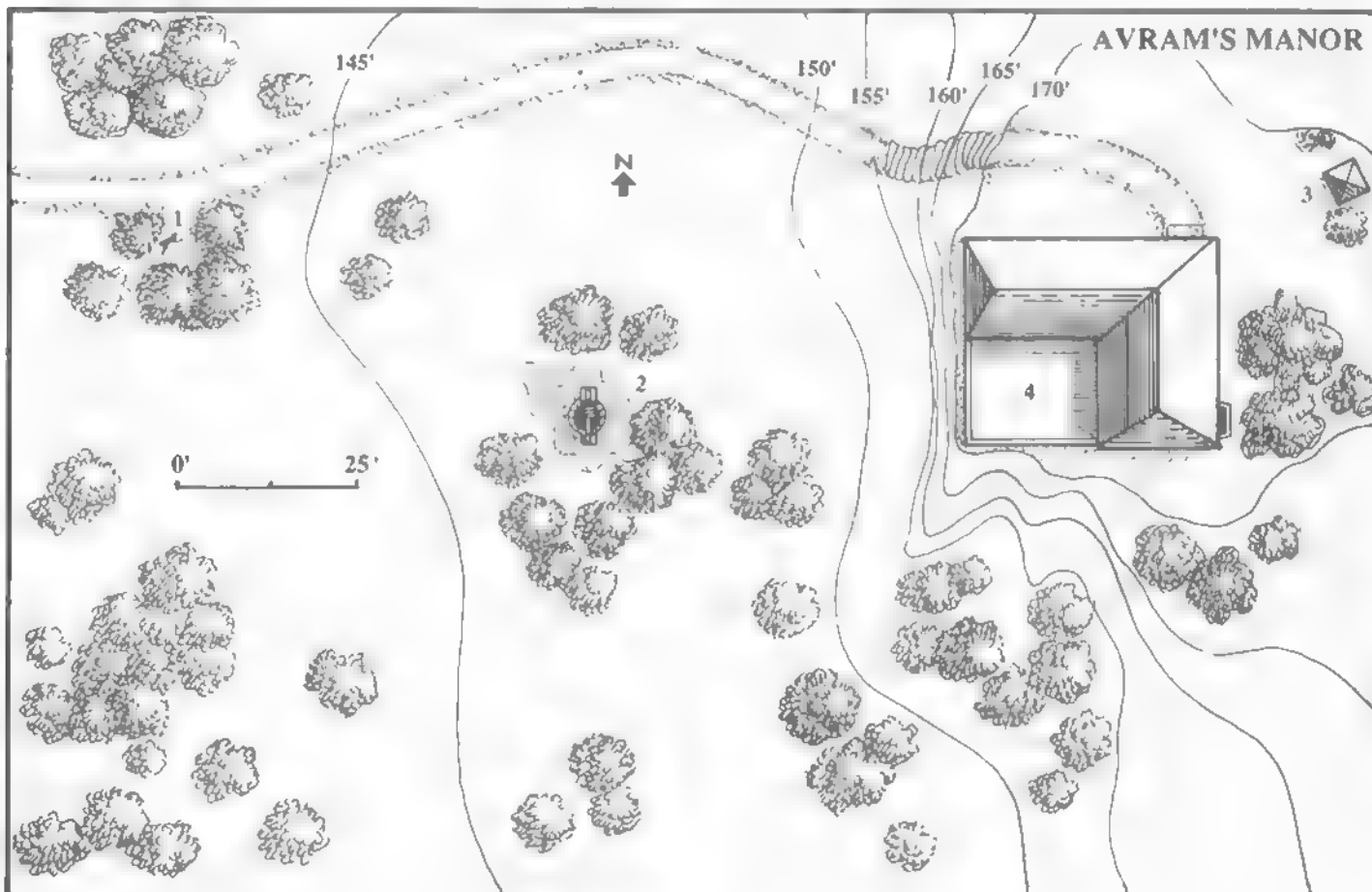
Celgor's spectral spirit has been imprisoned within the amulet forged by a hermit mage since the end of the Second Age. For more than a thousand years, he brooded over his wrongs and hungered

for revenge against his enemies. His opportunity came when a desert warlord plundered the cave where the amulet had lain and exchanged the treasure for a caravan master's goods. From the merchant trader, the amulet passed to the unwary Avram.

As a bound spectre, Celgor's undead spirit seeks to drain the life energies of all nearby. So, once the amulet began circulating, people began to feel its effects. As the amulet traveled north, Celgor left a trail of exhaustion and mild illness. The spectre remained in thrall, though, until Avram at last spoke the fatal words of summoning. By then, Celgor had grown powerful. He awaited his freedom, hoping to wreak destruction on the land and its inhabitants.

Celgor sought to kill his liberator when he was initially freed, but the incorporeal monk discovered that he could not travel more than fifty paces from the amulet. He was bound to the jewel. This revelation saved Avram, who fled his suddenly-acursed manor. Leaving the amulet behind, he condemned the evil spirit to roam in and around the vacant great-house, and he left a great trap for unsuspecting passers-by. Celgor was forced to roam the territory accessible to him. He drained the energy from the sheep and goats grazing there, and preyed upon the rabbits and gophers that shared the meadows with the livestock. Even the trees suffered. Slowly, Celgor gained the power to move further from his former prison.

Celgor's spectre looks much as the Blackfisted One appeared before his death. It wears voluminous black robes, iron boots, a black skullcap, a red suede glove on the left hand, and a massive black gauntlet on the right. Only the translucent quality of the image and its tendency to drift rather than stride across the ground betray the spectre's true nature.



Celgor has been free for two full days at the start of the adventure. He is angry, malicious, cunning, and very intelligent. As he grows in power, he moves farther and farther from Avram's manor. The illness in Bar-en-Tinnen, which is yet beyond Celgor's range, is the subtle hint of the growing danger and the legacy of the amulet's brief presence.

The spectre is hungry. He wants to devour stronger souls. The dead animals found on the farms adjacent to Avram's land result from Celgor's feeding, but they have not sated his need. Thus, the undead monk plans to direct *Dark Absolution* at the first man he encounters (4th, 6th, 9th, or 13th lvl depending on Celgor's strength; see the note below). Then Celgor will drain the soul after the spirit it has been wrenched from its body. Such an assimilation of life energy requires thirty seconds (3 mds) following the *Dark Absolution*, a period in which Celgor may not do anything else. All those witnessing this horrible feeding must resist a 13th lvl *Fear* spell.

NOTE: *Celgor is presented in four increasing levels of power, representing his changing abilities as they grow with respect to time. Celgor is a very dangerous opponent and should be approached with care. His only weakness lies in his bond to the amulet; if it is destroyed, the spectre will be banished from Arda. In his last and greatest level of power, the spectre gains the ability to manipulate the amulet. He will then place its chain around his neck, making it almost impossible for an enemy to destroy the item.*

6.3 AVRAM'S MANOR

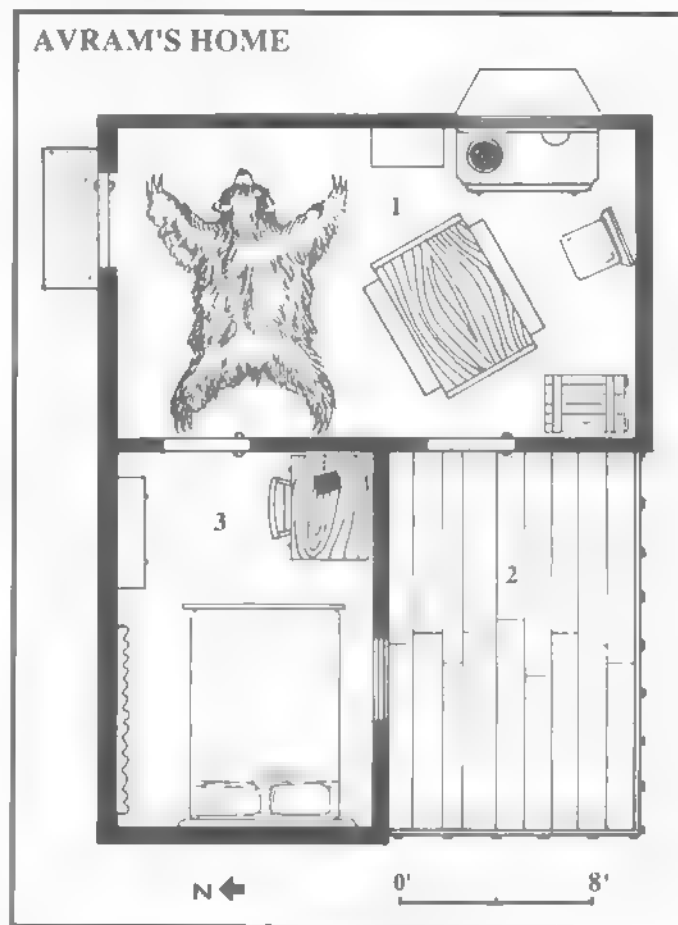
Avram's home lies almost five miles north of Bar-en-Tinnen. A very scenic locale, this is where Avram resides for six months of the year (when he is not travelling). Currently the great-house is also serving as Celgor's lair. The spectre can only move three miles away from its temporary home (and the amulet), but its strength is growing. At present, though, Celgor's power is reduced by one level for every mile he moves away from his home. (He cannot be lower than 8th lvl.)

1. The Body. This was Celgor's first human victim. The unfortunate hunter was on his way to visit Avram when Celgor struck. His corpse lies ten feet from the side of the road, an Easy (+20) perception roll. He is lying on his face, and there is no sign of a struggle (he was surprised). If anyone turns the corpse onto its back, the horrific nature of the hunter's fate is revealed. Black char marks surround the victim's open mouth, nose, and now-empty eye sockets — as if something had burned its way out from within (the result of Celgor's *Dark Absolution*). Everyone who sees the body must make a RR vs. a 5th lvl *Fear* spell. Those that fail are nauseated and at -15 for the next twenty minutes. Anyone who searches the body will find a longbow, twelve arrows, five sp, and thirteen bp.

2. The Well. It is twenty-five feet to the water table, and the water itself is ten feet deep. Currently, there is no bucket, but there is a forty foot long rope coiled around the winch at the top of the well.

3. The Outhouse. This outdoor privy is set some twenty-five feet away from the house.

4. Avram's Home. A large, rustic house built of undressed logs served as the home of the wanderer. The dwelling is spacious, yet modest, and often welcomed weary travellers and hunters who stopped for a visit or a night's rest.

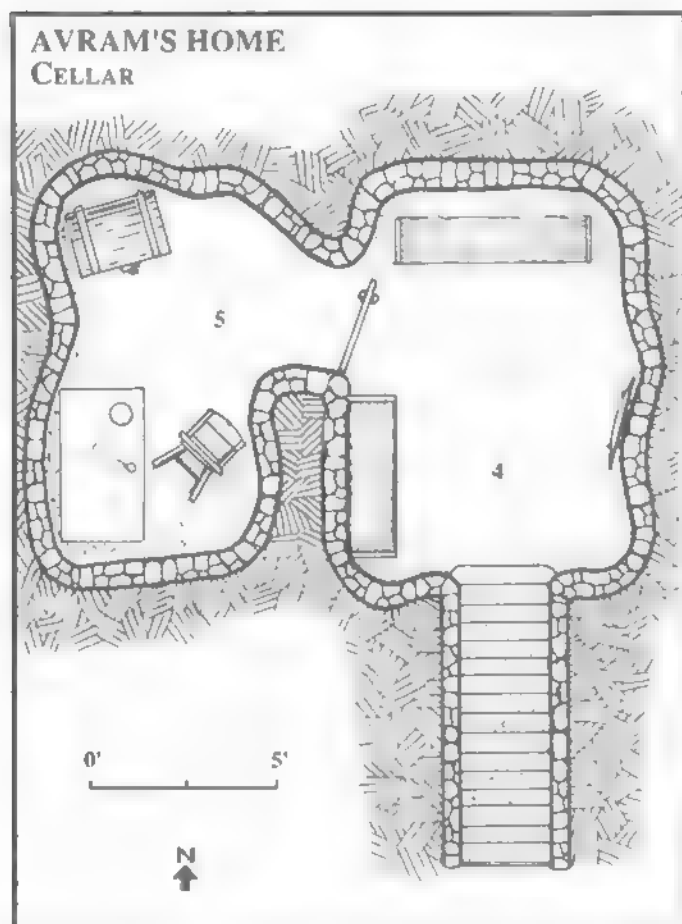


6.4 AVRAM'S HOME

1. Common Room. This large chamber holds a generous hearth, a simple plank table for dining, and several well-stuffed chairs for afterdinner conversation. A great bear rug occupies half the floor surface. Several hooks, from which to hang gas lanterns, protrude from the rafters. There are four hooks and two lanterns which are not lit. The table may seem a little large for a single person dwelling, but this is due to Avram's wish to be host to everyone and anyone who might visit. The walls are hung with the many furs and pelts that hunters and trappers have given Avram in remembrance of his kindness. Behind the table squats a huge cast-iron stove where Avram cooks. Currently, it supports a large metal pail filled with murky cold water; some dark objects can be seen floating near the top. They are Avram's laundry which he started to wash before accidentally releasing Celgor. Beside the stove, a box contains logs and kindling. A trap door in the corner leads down to the root cellar.

2. The Porch. Reputed to have one of the most beautiful views in all of Harithilien, this wooden balcony is perched on the edge of a fifteen foot drop. From here, one can see the town of Bar-en-Tinnen, the rolling hills across the great river, the Emyrn Amen to the North, and the White Mountains, some sixty miles distant. However, due to Avram's absence for the past six months, the porch is in need of repair and its planks are potentially hazardous to visitors. If anyone steps within three feet of the edge of the balcony, have the boards make a RR vs. an attack equivalent to the total weight divided by 50 (e.g., someone weighing 250 lbs would be considered as a fifth level attacker). If the porch fails, the joists under the edge of the balcony give way. The floor lurches downward, requiring everyone within five feet of the edge to make a Hard (-10) moving maneuver to avoid falling fifteen feet. (Treat as a +15 MCr attack.)

3. Avram's Bedroom. The door opens outward to reveal a comfortable, tidily kept chamber. On the north wall sits a large dresser (five feet high, six feet wide, eight drawers, four on each side). The drawers are only moderately full (as he was starting to wash his clothes), and there are no valuables packed away in them. On the desk lies a book written in Westron about ancient Quenya, its use, and a translation guide. The bed is neatly made with soft cotton sheets, a simply stitched quilt, and a large feather pillow. The headboard displays the seal of the City of the Sun, as does the great banner that hangs on the north wall. A Very Hard (-20) perception roll reveals a hook and the outline of a trap door on the ceiling. If pulled down, a ladder unfolds, leading to a small attic above the bedroom. This is where Avram keeps his valuables in an unlocked, magically protected chest. The chest will deliver a +10 shock bolt to whomever touches it; the spell is always in effect and will re-cast itself once every two rounds. Within the chest rest twenty gold coins minted in Arthedain, and sixteen gold coins, sixty silver coins, and 115 bronze coins minted in Gondor. There is also a leather belt that casts *Leaping (RM: Closed Essence, Lofty Bridge list)*.



4. Root Cellar. Sixteen cobblestone steps descend into the darkness where Avram keeps his food stores. These are cramped quarters with the ceiling being a short six feet from the earth floor. Anyone taller than six feet is at -15 due to the cramped space, and two handed weapons are at an additional -30 from the lack of vertical room. In the center of the cellar hangs a lantern from a hook in the ceiling. Careful observation will reveal that the lantern is empty and the wick has burnt itself out. A large, (+10) round shield made from steel hangs on the eastern wall; the front face bears the symbol of Minas Anor (Minas Tirith). The shelves contain a number of salted meats, spices, fruits, and vegetables. A Medium (+0) perception roll will reveal a small oak box on the north shelf. It holds two pouches each containing three doses of Bursihelas and Reglen. There is also a small loaf of Lembas, the elven waybread. It was a gift to Avram during a visit to Lórien. There is a small four foot door on the west wall; it is slightly ajar.

5. Study. Beyond the small door is a slightly larger room, however the previous restrictions (see above) still apply. Flagstones pave the earthen floor. A large, closed chest sits on the north side. It is locked and Hard (-10) to open. There is a trap on the inside of the chest, Absurd (-70) to find from the outside. When opened, the chest releases a gust of gas with a sixth level sleep inducing poison. Those failing by 1-50 fall asleep for ten minutes, while those that fail by 51+ are incapacitated for a full half hour. Within the chest lie a (+15) steel broadsword, a few garments, one of which is an Elvish cloak that gives +10 bonus to any stalking or hiding maneuvers. A chair lies on the ground tilted away from the table on the southwest wall. Careful examination reveals that the table was shoved violently against the wall. This happened when Avram fled from the newly released Celgor. Upon the oak table, a candle appears to have burnt itself out. Beside the puddle of wax rests the amulet in which Celgor was imprisoned. The only sure way to defeat Celgor is by destroying the amulet. It is considered as AT PL/20 (-30) and will take 65 hits before disintegrating. The destruction of the amulet will banish Celgor to the void.

6.5 THE TASK

The PCs must discover the source and nature of the evil that has descended on Bar-en-Tinnen and rid the town of it. This task is more than just dangerous, so the PCs must exercise extreme caution. Unless blessed with incredibly lucky rolls, no single player should be able to attack and defeat the spectre in hand-to-hand combat.

6.51 STARTING THE PLAYERS

On the day that Avram is discovered babbling in a ditch, the Wise Seating convenes to discuss the evil that plagues the town. Since Avram muttered incoherently about a blackfisted monk, the Speakers offer a reward to anyone who will investigate the traveller's manor. The townsfolk are worried, and many are too scared to leave their houses; among the citizens, no one volunteers to investigate the traveller's home. The Wise Speakers are promising a high reward (50 gp) for what originally promises to be a simple mission. What high-couraged adventurer could possibly resist?

6.52 AIDS

The greatest aid in this adventure is the mention of "the amulet" by the frightened Avram. He has keys to his own home in his pocket, which he will lend to the volunteer investigators. He will not, under any circumstances, return to the house. The PCs must rely on their own skills, and especially wit to solve this one. Celgor is a greater foe than most will have faced before.

6.53 OBSTACLES

Despite the presence of the spectre, the biggest obstacle the PCs face is time. At the beginning of the adventure, Celgor will be at the weakest stage of his powers. He will have gained sufficient strength to reach the next stage six hours after the PCs are hired, since he has found a soul on which to feed. The spectre gains increasing power as he feeds on the living. The PCs must race to destroy the amulet before Celgor's abilities allow him to gain possession of it.

6.54 REWARDS

Defeating Celgor the Blackfisted is a reward in itself, but more is in store for victorious PCs. The town will pay fifty gp for the investigation of Avram's home, upon the adventurers return. When the citizens hear the full tale of the encounter and observe that the sick have returned to health and the trees are no longer wilted and withered, their gratitude will produce an additional 100 gp for the PCs. And Avram, now free of the spectre, will offer the PCs a reward of his own: their choice of an item from his possessions. For those who care for such things, the Wise Seating will hold a banquet in their honor, publicly recognizing the PCs' valor.



6.6 ENCOUNTERS

Due to the unusual and horrible circumstances that have befallen Bar-en-Tinnen, the PCs will encounter an unusual reception in the village. Reactions will differ from those that characterize the other adventures. The very presence of Celgor the Shadow is having an awful effect on the flora, fauna, and folk in the area.

6.61 REACTIONS OF THE TOWNSFOLK

The townsfolk may be short tempered, apathetic, or outright frightened by the PCs who are (probably) strangers in the town. Small children will cry or run on sight. Shopkeepers will be surly and disinclined to help even their customers. Patrons of taverns will be looking for a fight. Casual passersby on the streets may curse the PCs.

6.62 REACTIONS OF THE WILDLIFE

Lassanakuni (S. "Leaf-Eaters") will seem more timid than usual, dogs will growl and snarl for no apparent reason, and the farmers' cattle low constantly. Most of the animals are frightened by the spectre's proximity. Dogs may attack, but in most cases, these animals will flee. The trees and scrub bushes in the area will seem "lifeless"; a small wilting can be seen, and a grayish tinge (barely visible) dulls the leaves.

6.63 CELGOR

Since his imprisonment, Celgor has been gripped by an ever-growing hatred. His ire is overwhelming, so much so that it may affect his better judgment. Nonetheless, Celgor is brutally efficient. He will carry his wishes out to the best of his abilities. A haunting spectre, the Blackfisted Monk is only concerned with regaining his power, weakened by his long years within the amulet. He needs to feed on the souls of the dying.

Celgor will attempt to isolate an individual and eliminate him with *Dark Absolution*. The spectre is depicted in four stages of power. The first stage, in which he appears as a mere (8th lvl) shadow, is the weakest. By the second stage, he has gained some strength and manifests a stronger (12th lvl) incarnation. Celgor is an 18th level creature in his third stage, the last point of development before he gains possession of the amulet. Finally, at the fourth stage, he regains full possession of his strength and reaches 26th level. Celgor will not devour souls at this stage, although he will continue to drain life energy from all within a 10' radius at a rate of 10 Constitution points per round.

If Celgor regains his full stature, he will leave the area of Bar-en-Tinnen, first attacking the town and killing several people. He will then fly to Mordor to rejoin the service of his former master, Sauron.

Upon their first sight of Celgor, the PCs must make a RR vs. Fear. Failure by 1-50, the victim flees screaming for 1-10 rounds; failure by 51-100, the victim flees in fear for 1-2 minutes; and a failure of 101+ indicates that the victim is left paralyzed and drooling in abject terror. The fear attack is considered as a 6th, 9th, 13th, or 15th level attack for each stage of power respectively.

NOTE: This particular adventure is very dependent upon a grim, spooky mood. Pay close attention to detail and impress upon your PCs a real sense of suspense. The PCs should not be able to fight Celgor and live. If they try, they deserve everything that you can unleash upon them. The PCs must rely on far more than just their swords in this scenario.



7.0 THE TOWNSFOLK

Bar-en-Tinnen is a large town, even by Gondorian standards. It is the home of some five hundred people, many of whom live in the various residences and cottages in the village proper. Some of the more notable NPCs that were not listed in the adventures are described below.

7.1 THE WISE SEATING

The town of Bar-en-Tinnen itself is governed by a group of eight Wise Speakers, two of which have been listed in previous adventures. Initially, the Wise Seating of Bar-en-Tinnen consisted of nine members, but several years ago, Hirion the Quiet was killed in a fire that destroyed his home. Out of respect and memory, the Speakers decided to leave his chair vacant. The town Speakers comprise an established body who council the townsmen and rule with both the King's (later Steward's) and the town's consent. Membership in the council is voluntary, as a member can continue with his position until he or she either retires or can no longer assume the responsibility.

7.11 IDRAZOR

The oldest of the Wise Seating, Idrazor is the most respected man in the town and in the area. He lives with his manservant Jeirn in his great-house on the edge of the Anduin river. (See section 3.23.) Idrazor is distantly related to the Prince of Dor-en-Emil, and his name suggests that his Númenórean ancestors settled in the Nan Anduin soon after arriving in Endor.

7.12 THARADOC

Tharadoc is the youngest of the Wise. His fiery spirit and enthusiasm stirred the town to support his Seating. Since his confirmation, though, he has often clashed with Idrazor. Tharadoc's passion contrasts with the cool conservatism of his senior. Still, the young waterman controls his temper because he is secretly a member of the Edain-in-Arthedur. (See Section 5.22.)

7.13 DARANA

Darana is the Seating's sole female member, and often this carries a great deal of power with it. Many people say that she is the most powerful person on Seating because she speaks for just over half of the town's population. She has worn her years well, being sixty years old and appearing to be in her mid-forties. She commonly wears a very large blue hooded robe that is adorned with gold trim around the sleeves. Her long grayish black hair is often combed straight back, and flows down around her shoulders. On her left hand, she wears a ring on which the seal of Minas Anor is inlaid. This was a gift from the royalty of the City of the Sun several years ago for service. Her gray eyes show her great determinacy and commitment to the Wise Seating.

7.14 LAMAROD

Lamarod is a quiet, reserved man who is referred to as "the scribe". He is the one responsible for a great deal of the paperwork that is handled by the Wise Seating during the meetings. He is also responsible for the issue of permits and licenses within the jurisdiction of the council. He was admitted as a member ten years ago because of his skills as a scribe and recorder. He is a very neat and ordered man, at sixty-five, and he lives with his wife, Deniel, in their virtually spotless home. A local slang has actually emerged from Lamarod's habits: "Clean as Lam's." Like the other Wise Speakers, he dresses in a large robe, this one is grey in color, with gold trim around the sleeves. He wears a pendant around his neck (treat as a x2 Essence PP multiplier).

7.15 SORANDIL

Toted as the most indecisive member of the Seating, Sorandil frequently is the deciding member on a vote, leaving his decision until the last possible moment. Despite his indecisiveness, he is an excellent public speaker, and often is responsible for informing the townspeople of certain policies and decisions that have been passed.

At seventy-two, Sorandil is the second oldest of the council. He is balding and walks with a slight limp. The most open minded of the council, he enjoys talking with anyone who is willing to stay and chat.

7.16 IDERION

Iderion is the least known of all the Speakers and is a very private man. A widower, he lives on his own in the residences of Bar-en-Tinnen. Although many say that there is a great deal of anger within him, when he does make his appearances, he is always smiling and pleasant to the townspeople around him.

Though he is sixty-one, Iderion looks like the youngest man on the Seating. He does not have a gray hair on his head. His deep brown eyes sparkle when he talks, and he frequently uses his hands when he speaks. Iderion wears a dark blue robe, and carries a large (+5 non-magical) oaken staff.

7.17 WARRIS

Waris has been a member of the Speakers for some nine years, and is known for his very conservative stance in the town's discussions. Of Rohir descent, his thinning gray blond hair adorns his moderately rounded face, and his blue eyes are set relatively close together. He wears a blue robe with gold trim that is a standard among the Speakers. Waris was born and raised a farmer and remains on the Seating to represent the interests of the small farming communities outside of the town.

7.18 ARONDIL

Arondil is considered in many ways to be Idrazor's right-hand man, and next in line to the leadership of the Wise Seating. He is distinct from Idrazor in that the two frequently argue over expanding the town's sole export industry, flour. Arondil, like Idrazor, is very strong willed and has been on the Seating for a very long time.

Of Enadoran Northman descent, Arondil is the tallest member of the council at 6'8". He is a strong man who once served in the Gondorian army and is still known as an able rider and warrior. His imposing figure is matched with his deep brown eyes and reddish-brown hair. He wears a grayish-silver robe and carries a staff very similar to the one that Idrazor carries, except that the trim is of silver, rather than gold.

7.2 COUNCIL FRIENDS

Jeirn and Deniel are the two most prominent members of the Speakers' circle.

7.21 JEIRN

As Idrazor's manservant, Jeirn is known throughout the town and is treated with as much respect as his employer. He is a middle-aged man who saw many days of travel before settling in the small town. He is always very well dressed, usually choosing some form of light-colored robe. Descended from Eriadoran stock, Jeirn has blue eyes, dark brown hair and stands a tall 6'1". Despite this imposing figure, Idrazor is never overshadowed by his tall servant.

7.22 DENIEL

As Lamarod's wife, Deniel is a neat and ordered person. She is soft spoken, but rather strong-willed and loves and supports her husband very much. Of mixed Dúnadan descent, she has brown eyes and dark brown hair which is streaked in grey. She is quite tall, standing 5'9".

7.3 THE MERCHANTS

Of the few actual stores in the town, a small group of people who others collectively call the merchants are responsible for much of the contact with both Minas Anor and Pelargir. The following is a brief description of each of the merchants in Bar-en-Tinnen.

7.31 SAHAIL

The head innkeeper of the town's only inn, Sahail has made a name for the Fen Worm's Fire Inn on the southern Anduin river. Sahail moved from Lossamach and settled in Bar-en-Tinnen twelve years ago. He established the Inn, and ever since, it has been an integral part of the life of the townsfolk. Travellers are uncommon, but enough pass through the town to keep the Fen Worm's Fire out of debt. Sahail is a large, burly man with long blond hair and deep blue eyes. He was once a foot soldier in the north, but retired two years ago at age twenty eight to open the inn with his new bride.

7.32 LAREN

The caring and loving wife of Sahail, Laren is reputed to be the best cook in Bar-en-Tinnen. This is disputed by Sahail, who claims that she is the best cook in all of Harithilien. Regardless of these claims, Laren is a fine cook, who is more than happy to teach anyone who wants to learn. (Sahail is a pretty good cook too.) Despite her small frame, Laren is an able woman and is quite capable of taking care of herself. She is quite independent of her husband and likes it that way. Her long blond hair and deep blue eyes betray her Rohir heritage.

7.33 MIRENIL

Mirenil has been a fisherman on the banks of the Anduin ever since he was a little child. Now, at forty six, Mirenil is the chief supplier of fishing gear and bait in Harithilien. He also buys and sells small fishing boats, as well as nets and basic fishing tools. He is well known among the fishermen on the Anduin south of Minas Anor, and as a result is frequently visited. Mirenil was born in the Harlond port, just south of the City of the Sun; when he was three, his father introduced him to fishing the Anduin, and he has been doing it ever since. Of mixed Dúnadan descent, Mirenil has grayish blue eyes and short, tan hair.

7.34 LYANA

Lyana is the town herbalist and physician; most people with ailments and sicknesses come to her for her cures. Not one of the true merchants, Lyana nevertheless sells her surplus herbs to whomever can afford them. Many travellers make their stop at the town to purchase some of this herbalist's collection. Lyana sells rare herbs that are hard to find outside of Pelargir or Dol Amroth (e.g., Code 4+ herbs in *RM: Ch&CaL*, p. 21 or Table ST-5 in *MERP*). Most of the herbs at her store are grown in her own personal garden, which she covets above all things. Ever prideful and conscientious, Lyana shuns poisons of any kind and cultivates curative plants. A gentle young woman who is willing to help anyone who asks for it, she has the heart of a healer.

Lyana has long braided brown hair, brown eyes and often wears a light green gown.

7.35 DORAMIR

The head smithy and owner of the Iron Hammer, Doramir is a huge man of Dúnadan descent. He is a gruff, notoriously straight-forward individual who is proud of his work. Doramir is well-travelled and knowledgeable, and it is said that he knows some of the techniques that the Dwarves use. If this is true, then he guards his secrets carefully. None of his employees or assistants are privy to these crafts.

Doramir is the largest man in Bar-en-Tinnen. At 6'8", he is as tall as Arondil, but considerably stronger than the Speaker. He has long black hair and favors somber garb. His size, deep coloring, and grey eyes combine to emphasize his stern reputation.

7.36 TERENDIL

Terendil is the owner of the Tinnen Wares, the largest (and only) general supply store in the region. His goods are sold at reasonable prices because he likes to talk to travellers, not because he needs to keep competitive with any rivals. Terendil honestly believes that a person should never pay more for an item than its worth, which keeps him popular with the merchants and rivermen of the region. This is important, given his status as an "outsider." Originally from southern Harondor, the wareman is an immigrant whose Haradan blood concerns many of the locals. He is viewed with some suspicion by older folk, although most people trust Terendil as he trusts them. Terendil has tanned skin, black hair, and dark brown eyes.

7.4 THE WARRIORS

The town levy is a provisional troop made up of all of the able-bodied adult males in the town. Most of the time, the levy consists of some 20-40 warriors. Only the commander and six Gondorian men-at-arms serve as full time soldiers. They, of course, are responsible for training and leading the levy.

7.41 BORANAS

Boranas is the commander and chief trainer for the Bar-en-Tinnen levy. He was trained for several years in the Gondorian army before being assigned to replace the previous commander at the town site. He enjoys his job, despite the relatively low profile it gives, and he enjoys his environment. When it comes to matters concerning the military, Boranas is deadly serious. He believes that Mordor is still a threat, and that one should be constantly prepared for any action that the dark land might take. Boranas is a stocky man of pure Dúnadan descent, standing 6'3" having black hair and blue eyes. He is an expert swordsman, and a very able commander.

7.42 ORINAS

Orinas is Boranas's second in command and directly supervises the training of the troops in Bar-en-Tinnen. Like Boranas, Orinas is a member of the Gondorian army. He enlisted in Lamedon but served most of his time as a man-at-arms in the city of Linhir, a port located to the southwest. Of mixed Dunlending descent, Orinas is a short, stout man who stands but 5'4". He is a skilled teacher and is respected by both the members of the levy and his fellow men-at-arms. Boranas respects him because he is a guileful fellow who uses his wits rather than size to win combats. Orinas is an excellent shot with a bow, and he favors using a hand axe in personal combat.

7.5 THE MILL WORKERS

This is a selective description of individuals who work at the mill itself and live in the nearby cottages. Millmen and their families make up about thirty-five percent of the total population of the town. Since the flour mill is the source of local trade revenue, they serve as the economic foundation of the village.

7.51 ADERIL

Aderil is tall (6'6"), imposing man who owns the flour mill. He is well known throughout the town, but is not well liked, since he constantly reminds villagers of his exalted status. Typically haughty, arrogant, and obnoxious, even the children are aware of his grating qualities. Many jeer at him openly, although their parents fear the miller (and with good cause).

Aderil wields a great deal of power in the town because his flour mill provides many jobs and a steady flow of tithes. He often dresses in garish clothes that display his well-known wealth. His manor house sits near the river, across from the Fen Worm's Fire.

7.52 TARAIM

Taraim is Aderil's quiet adversary, for he is the chief millman at the flour mill and resents his employer. Aderil suspects that his millman is unhappy and, although he is often very rude to his other workers, the mill owner treats Taraim with respect. After all, Taraim commands respect around the mill.

Taraim is a relatively tall, rotund man. Highly regarded by his fellow workers, he runs the main grinding wheel at the mill, a stone that weighs nearly five tons. Despite his large size, Taraim is a very strong man and also a member of the levy. He is descended from Rohir and Dúndan ancestors and has short, black hair, and deep blue eyes.

7.6 GAMEMASTER'S NOTES

When role-playing the people of the town, Gamemasters should pay particular attention to the the manners of the people the PCs are speaking to. For instance, chances are, most people in Bar-en-Tinnen have never seen a Hobbit. Both Elves and Dwarves, particularly the Naugrim, are rather rare. Thus, many of the people may stare at non-Mannish PCs. Villagers will undoubtedly ask silly questions and pester any Hobbits or Dwarves. The children will point and direct many questions to their parents. Some of the townsfolk will be overly friendly, while others may shun and avoid exceptionally unusual outsiders.

In general, the townsfolk of Bar-en-Tinnen are very friendly, outgoing, and overall rather pleasant. However, with regards to the adventure "Shadow on the Banks," the PCs will find that the town has changed in attitude. Because several people have fallen sick, many of the people in the town will look for an available scapegoat. The PCs, though innocent, will be blamed by some of the townsfolk for bringing the return of the plague to their humble village. If one of the PCs is an Elf, Dwarf, or Hobbit, this danger will be especially acute. Many of the townsfolk will become hostile, even though they were very open and talkative on previous days.

8.0 TABLES

8.1 COINAGE AND PRICES IN BAR-EN-TINNEN

The Gondorian mint coinage is used. 1gp=20sp. 1sp=10bp. 1bp=5cp. 1cp=10tp. Normally, most of these items can be found in the town at the listed prices. Besides the craftshalls, certain goods can only be found at the following locations:

General Goods: The Tinnen Supply
Armor and Weapons: The Iron Hammer
Arrows and Bows: The Grey Feather

Food and Lodging: The Fen Worm's Fire
Clothing: The Happy Tailor

Accessories

Boots	8bp
Cloak	5bp
Coat, light	13bp
Pants ..	14cp
Shirt ..	1bp
Backpack ..	2bp
Bedroll	1bp
Rope, Standard ..	3bp
Rope, Superior ..	1sp
Sack ..	3cp
Tent	3sp
Flint & Steel ..	1bp
Lantern ..	11bp
Oil Flask ..	2bp
Torch ..	3tp

Food and Lodging

Beer (1 pint) ..	3tp
Wine (1 pint) ..	1bp
Light Meal ..	8tp
Normal Meal ..	1cp
Large Meal ..	12tp
Rations (1 week) ..	6cp
Trail Rations (1wk) ..	1bp
Greatbread (1wk) ..	2gp
Average Lodging ..	15tp
Good Lodging ..	2cp
Stable ..	2tp

Weapons/Armor

Battle-axe	12sp
Bola ..	4sp
Broadsword ..	8sp
Light Crossbow ..	18sp
Heavy Crossbow ..	28sp
Composite Bow ..	15sp
Dagger ..	3sp
Flail ..	24sp
Halbard ..	12sp
Hand-axe ..	4sp
Longbow ..	9sp
Mace ..	5sp
Morning Star ..	7sp
Lance ..	6sp
Quarterstaff ..	7cp
Short Bow ..	5sp
Sling ..	8bp
Spear ..	21bp
Two-handed Sword ..	22sp
War-hammer ..	13sp

Transport

Mature Pony ..	3gp
Light Horse ..	42sp
Medium Horse ..	56sp
Heavy Horse ..	77sp
Lesser Warhorse ..	22gp
Greater Warhorse ..	n/a
Small boat (10') ..	7gp
Medium boat (20') ..	95sp
Large boat (30') ..	41gp
Wagon (8') ..	56sp

8.2 ENCOUNTER TABLE

Encounter	Town of Bar-en-Tinnen	Rural Bar-en-Tinnen
Chance(%)	60%	30%
Distance (miles)	2	1
Time (hr)	25	2
General Traps	—	01
Natural Hazards	—	02-04
Animals		
Domesticated Dog	01-05	05-06
Bitterns	06-07	07-08
Coots	08	09-11
Kingfishers	09-10	12-13
Goracrows	11	14
Grass Grouses	12-14	15-20
Ravens	—	21
Red Eagles	—	22
Kirinkir(Songbirds)	15-20	21-24
Leeches+	21	25
Gnats/Mosquitos	22-28	26-30
Morgai Flies	—	31
Marsh Adders	29	—
Nethraich	30	—
Aurych(Cattle)	31-34	32-36
Carut(Deer)	—	37-38
Cunarat(Gopher)	35-39	39-43
Wild Goats	—	44
Domestic Goats	40-44	45
Ponies	45-46	46-47
Wild Horses	47	48-49
Black Bears	—	50
Domesticated Cats	48-51	51
Highland Lynxes	52	52
Grey Wolves	—	53-54
Undead (N)	—	55
Local Men and Townsfolk		
Bandits/Brigands	53	56-58
Mill Workers	54-56	—
Fishermen	57-61	59
Hunters	62	60-62
Levy Patrol	63-65	63-65
Merchants	66-68	66-67
Town Elder	69	—
Travellers	70-73	74-75
NPCs	74	76
Other Men		
Corsairs	75-76	77
Dunlendings	77	78
Northmen	78-79	79
Haradrim	80	80-82
Balchoth	—	83
Sagath	—	84
Non-mannish Races		
Elves, Noldor	82-84	85-86
Elves, Sindar	85-86	87
Dwarves	87-89	88
Orcs (N)	—	89-91
Trolls (N)	—	92
Unusual		
Dolphins(W)	90	93
Sharks(W)	91	94
Other Beings*	92-00	95-00

Use of these Table and Codes:

The GM should determine the group's location and the appropriate column and then roll for a possible encounter. The period of time covered by an encounter roll is either the Time given on the table or the time it takes the group to cover the Distance given on the table, whichever is shorter. If an encounter roll is less than or equal to the Chance of Encounter given on the table, a second roll of (1-100) is made to determine the nature of the encounter.

An encounter does not always require a fight or similar activity; a group can avoid or placate some of the above dangers/ meetings with proper action or good maneuver rolls. This table only gives the GM a guide for encounters with unusual or potentially dangerous sites or creatures.

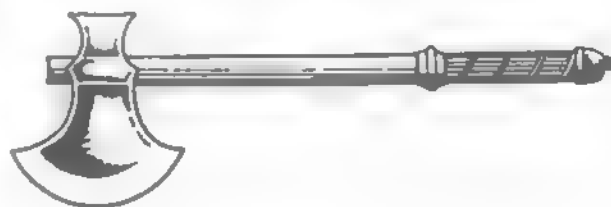
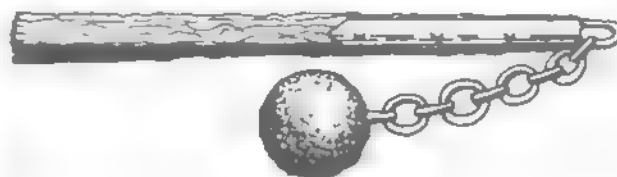
N — These creatures are entirely or primarily nocturnal. If primarily nocturnal (e.g., Orcs, certain Undead, etc.), they will appear only 50% of the time during daylight hours, and never if entirely nocturnal(eg. Certain Undead, certain Trolls, etc.).

W — These creatures are marine animals, therefore they can only be encountered on or beside a large body of water (i.e., the Anduin).

* — The GM can reroll or construct an encounter with a group or individual

Note: In the adventure "Shadow on the Banks" the Celgor the Vampire of Morgoth is the only "Other Being." If 92-00 is rolled within the town, reroll.

Note: In the adventure "Shadow on the Banks," all encounter probabilities are halved.



8.3 NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
NPCs FOR "THE GHOST ON THE RIVER"										
Farahail	1	20	No/1	23	N	N	20da	10sl	5	Mixed Dúnadan Bard. Knows no spells; carries a harp (+15 to all music-related skills). <i>RM</i> Stats: St31, Qu96, Pr83, In90, Em42, Co51, Ag75, SD40, Me88, Re61. <i>MERP</i> Stats: St31, Ag75, Co51, Ig75, It90, Pr83, Ap79. Skills: Play instrument 40, Stalk/Hide 15, Perception 15, TaleTelling 20. Languages: Westron 5, Adúnaic 3, Quenya 1.
Raenar	5	60	RL/9	25	N	N	40bs	65cb	5	Black Númenórean Ranger. Servant of Mordor. <i>RM</i> Stats: St70, Qu79, Pr64, In85, Em72, Co97, Ag77, SD63, Me66, Re68. <i>MERP</i> Stats: St70, Ag77, Co97, Ig67, It83, Pr64, Ap62, 5PP. Knows <i>Nature's Guises</i> to 10th. Carries +15 composite bow, and a +10 Cloak of Stalking (+10 to Hiding Maneuvers and DB). Skills: Stalk/Hide 50, Trap Building 15, Perception 20, Climb 25, Track 30. Languages: Westron 5, Adúnaic 5, Haradaic 5, Morbeth 3, Orkish 2.
Idrazor	3	40	No/2	10	N	N	60ls	30lcb	-5	Mixed Dúnadan Warrior/Fighter. 80 years old. <i>RM</i> Stats: St75, Qu49, Pr98, In69, Em71, Co58, Ag43, SD75, Me89, Re78. <i>MERP</i> Stats: St75, Ag43, Co58, Ig84, It69, Pr98, Ap84. Skills: Public Speaking 40, Perception 20, Leadership 20.
Ebarthon	6	65	No/1	30	N	N	85ss	50da	23	Female Haradan Scout/Rogue. Servant of Mordor. <i>RM</i> Stats: St90, Qu99, Pr82, In58, Em33, Co78, Ag99, SD68, Me61, Re71. <i>MERP</i> Stats: St90, Ag99, Co78, Ig66, It58, Pr82, Ap89. Carries shortsword (+10). Skills: Stalk/Hide 60, Seduction 48, Acrobatics 40, Climb 60, Percept 25. Languages: Westron 5, Haradaic 5, Adúnaic 3, Morbeth 2.
NPCs FOR "THE SURVIVOR"										
Parigan	1	6(28)	No/1	10	N	N	30ss	35sb	5	Lesser Dúnadan Scout/Thief. Survivor of the raid on the Álamias. <i>RM</i> Stats: St56, Qu90, In72, Em76, Pr55, Co82, Ag96, SD64, Me70, Re65. <i>MERP</i> Stats: St56, Ag96, Co82, Ig68, It72, Pr55, Ap74. Skills: Sailing 30, Perception 20, Rope Mastery 20. Languages: Westron 5, Adúnaic 3, Rohirric 3, Sindarin 2. Note that hits listed = current total, the # in brackets = true hit total.
Sargan	6	75	RL/9	15	Y	N	76bs	88lcb	5	Black Númenórean Scout/Rogue. Leader of the river bandits. Carries +15 crossbow. <i>RM</i> Stats: St90, Qu98, In70, Em26, Pr78, Co84, Ag80, SD76, Me59, Re70. <i>MERP</i> Stats: St90, Ag80, Co84, Ig65, It70, Pr78, Ap56. Skills: Stalk/Hide 68, Ambush (5), Rowing 40, Sailing 43, Perception 38. Languages: Westron 5, Adúnaic 4, Rohirric 3, Dunaic 3, Morbeth 1.
Gariac	5	62	SL/5	10	N	N	55qs	75lb	10	Dunlending Ranger. Follower of Sargan. <i>RM</i> Stats: St72, Qu90, In95, Em70, Pr56, Co90, Ag76, SD73, Me71, Re63. <i>MERP</i> Stats: St72, Ag76, Co90, Ig67, It95, Pr56, Ap62. +10 long bow. Knows <i>Path Mastery</i> , and <i>Nature's Guises</i> to 10th. Skills: Perception 40, Rope Mastery 46, Signalling 34, Stalk/Hide 35. Languages: Dunaic 5, Westron 5, Sindarin 3, Adúnaic 2, Rohirric 1.
Amadar	5	84	RL/10	5	Y	Y	87th	53lb	0	Mixed Dúnadan Warrior/Fighter. River Bandit. <i>RM</i> Stats: St101, Qu75, In34, Em58, Pr67, Co90, Ag73, SD29, Me54, Re52. <i>MERP</i> Stats: St101, Ag73, Co90, Ig53, It34, Pr67, Ap60. Skills: Climb 45, Stalk/Hide 30, Perception 15. Languages: Westron 5, Adúnaic 3, Sindarin 3, Dunaic 2, Rohirric 2.
NPCs FOR "THE EDAIN-IN-ARTHEDUR"										
Nadhaim	4	80	No/1	0	N	N	85br	—	-25	Mixed Dúnadan retired Warrior/Fighter. Tailor, father of Farahail. Bastard Sword (+20 magical). <i>RM</i> Stats: St92, Qu36, Pr86, In81, Em60, Co82, Ag51, SD88, Me86, Re65. <i>MERP</i> Stats: St92, Ag51, Co82, Ig76, It81, Pr86, Ap82. Skills: Perception 42, Tailoring 89, Public Speaking 50. Languages: Westron 5, Adúnaic 4, Quenya 2, Sindarin 2.
Tharadoc	5	32	No/2	20	N	N	25qs	—	10	Black Númenórean Mage/Evil Magician. Member of the Edain-in-Arthedur. <i>RM</i> Stats: St67, Qu75, Pr95, In60, Em96, Co30, Ag90, SD55, Me92, Re87. <i>MERP</i> Stats: St67, Ag90, Co30, Ig90, It60, Pr95, Ap60. Skills: Public Speaking 65, Perception 52, Stalk/Hide 20, Runes 55, Use Item: 53. Ring (x3 PP). 30PP (2x5x3). Knows <i>Light Law</i> , <i>Fire Law</i> , <i>Water Law</i> from the Magician Lists and <i>Dark Contacts</i> from the Evil Magician Lists, all to 10th. Languages: Westron 5, Adúnaic 5, Morbeth 3, Rohirric 2, Haradaic 2.
Gulthuin	8	86	No/2	30	N	N	78qs	36Dbt	15	Black Númenórean Animist/Evil Cleric. Leader of the Edain-in-Arthedur. Staff (+15, x2 pp enhancer, casts +30 <i>Darkbolts</i> 5x/day (included in Gulthuin's OB). <i>RM</i> Stats: St60, Qu90, Pr92, In101, Em32, Co60, Ag82, SD90, Me60, Re70. <i>MERP</i> Stats: St60, Ag82, Co60, Ig65, It101, Pr92, Ap65. Skills: Perception 86, Stalk/Hide 35, Divination 65, 48PP(8x3x2). Knows All Animist Base Lists (<i>MERP</i>), Knows <i>Protections</i> , and <i>Communal Ways</i> from <i>RM</i> Cleric Lists, and <i>Dark Channels</i> , <i>Dark Lore</i> , <i>Curses</i> , and <i>Necromancy</i> from the <i>RM</i> Evil Cleric Base Lists, all to 10th. Languages: Morbeth 5, Westron 5, Haradaic 4, Apysaic 4, Sindarin 3, Orkish 3.
Ariks	4	82	Ch/14	15	Y	N	88br	40da	0	Easterling Fighter/Warrior. Guest of the Edain-in-Arthedur; carries a +15 bastard sword. <i>RM</i> Stats: St95, Qu70, Pr45, In52, Em66, Co98, Ag78, SD60, Me37, Re77. <i>MERP</i> Stats: St95, Ag78, Co98, Ig57, It52, Pr45, Ap78. Skills: Riding 65, Perception 15, Climb 35, Stalk/Hide 30. Languages: Logathig 5, Adúnaic 3, Westron 2.
Terision	3	36	No/1	25	N	N	30da	50da	20	Corsair Scout/Thief. Guest of the Edain-in-Arthedur; sailor from Umbar. <i>RM</i> Stats: St45, Qu100, Pr82, In64, Em50, Co57, Ag98, SD65, Me82, Re67. <i>MERP</i> Stats: St45, Ag98, Co57, It64, Ig75, Pr45, Ap59. Skills: Acting 40, Stalk/Hide 56, Brawling 30, Climbing 45. Languages: Adúnaic 5, Westron 4, Haradaic 2, Apysaic 1.
Guard 1	2	30	SL/5	10	Y	N	35bs	30sp	10	Warrior/Fighter.
Guard 2	2	34	SL/6	15	Y	N	40hb	34lb	5	Warrior/Fighter.
Guard 3	1	25	SL/5	20	N	N	30ss	40lb	15	Warrior/Fighter.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missile/ 2ndary OB	Mov M	Notes
NPCs FOR "SHADOW ON THE BANKS"										
Avram	6	55	SL/5	20	N	N	55bs	25sl	10	Dúnadan Scout/Scholar. Traveller and collector of items. RM Stats: St75, Qu98, Pr86, In25, Em86, Co70, Ag88, SD45, Me68, Re78. MERP Stats: St75, Ag88, Co70, Ig73, In25, Pr86, Ap85. Skills: Perception 23, Climb 56, Stalk/Hide 52, Tale Telling 89, Acting 45. Languages: Westron 5, Apysaic 4, Haradaic 4, Sindarin 4, Adûnaic 4.
Celgor Celgor is detailed in 4 stages, depending on the amount of time after Avram has released him.										
Celgor I	8(26)	120	No/1	80	N	N	20fa	15sh	45	Sorcerer/Mage
Celgor II	12(26)	180	No/1	190	N	N	40fa	35sh	45	
Celgor III	18(26)	200	No/1	120	N	N	50fa	45sh	50	
Celgor IV	26	220	No/1	150	N	N	80fa	75sh	60	
RM Stats: St102, Qu107, Pr120, In89, Em78, Co104, Ag108, SD89, Me101, Re99. MERP Stats: St102, Ag108, Co104, Ig100, In89, Pr120, Ap06. Skills: Stalk/Hide 110, Directed Spell 52, Base Spell 26, Perception 89, Ambush 7. Languages: Quenya 5 Sindarin 5 Adûnaic 4. 156pp (6x26) Knows all Mage Base Lists to 10th (MERP). Knows all Sorcerer Base Lists to 25th, <i>Dark Contacts</i> to 20th, and <i>Dark Channels</i> to 10th.										
NPCs WHILE IN BAR-EN-TINNEN										
Jeirn	2	30	No/2	10	N	N	35qs	20ro	5	Eriadoran Scout/Rogue. Manservant of Idrador.
Darana	4	32	No/2	10	N	N	65ls	40cb	5	Female Dúnadan Warrior/Fighter. Speaker of the Wise Seating.
Lamarod	4	25	No/2	5	N	N	20qs	—	10	Eriadoran Mage/Magician/Sage. Recordkeeper of the Wise Seating.
Deniel	3	20	No/1	15	N	N	30cl	—	5	Female Eriadoran Warrior/Fighter. Wife of Lamarod.
Sorandil	4	35	No/2	0	N	N	20qs	—	-5	Rohir Warrior/Monk. Speaker of the Wise Seating.
Iderion	3	30	No/2	10	N	N	50qs	—	5	Dúnadan Warrior/Fighter. Speaker of the Wise Seating.
Warris	4	34	No/2	5	N	N	20qs	30da	5	Mixed Dúnadan/Rohir Scout/Thief. Speaker of the Wise Seating.
Arondil	5	56	No/2	10	N	N	60qs	40da	10	Northman/Eriadoran Warrior/Fighter. Second Speaker of the Wise Seating.
Sahail	2	40	No/1	10	N	N	25cl	20sb	10	Rohir Warrior/Fighter. Owner of the Fen Worm's Fire.
Laren	2	31	No/1	15	N	N	15cl	10cl	15	Female Rohir Warrior/Fighter. Wife of Sahail.
Mircail	3	32	No/1	15	N	N	40ss	20cb	5	Lesser Dúnadan Scout/Rogue. Fishing store owner.
Lyana	4	26	No/2	20	N	N	15da	20da	10	Female Dúnadan Animist/Healer. Knows all Animist base lists to 10th (MERP). all healer base lists to 10th (RM).
Doramir	6	90	RL/9	10	N	N	90ba	30lb	5	Mixed Dúnadan Warrior/Fighter. Head smith of the Iron Hammer.
Terendil	3	40	No/1	5	N	N	30ss	40sb	5	Haradan Scout/Rogue. Owner of the Tinnen Wares.
Boranas	9	110	Ch/13	20	Y	N	105bs	85cb	10	Dúnadan Warrior/Fighter. Commander of the town levy.
Orinas	5	85	Ch/13	10	Y	N	75ha	90cb	5	Mixed Dúnadan Warrior/Fighter. Assistant to Boranas.
Aderil	3	40	No/2	5	N	N	30qs	10ro	5	Lesser Dúnadan Scout/Rogue. Owner of the mill.
Taraim	4	65	No/1	10	N	N	50bs	30lb	5	Rohir Warrior/Fighter. Head worker at the mill.
Town										
Speakers	4	38	No/2	10	N	N	20qs	—	0	Rural Man. Typical Speaker of the Wise Seating.
Levy Soldier	1	30	SL/6	10	Y	N	40bs	20sb	0	Rural Man. Typical soldier in the town's levy.
Townfolk	1	20	No/1	10	N	N	10we	10we	0	Rural Man. Typical resident of Bar-en-Tinnen.
Codes: The following abbreviations are used below; Lvl=Level; Hits=Concussion Hits; AT=Armor Type; DB=Defensive Bonus; Sh=Shield; Gr=Greaves; OB=Offensive Bonus; MovM=Movement and Maneuver Bonus.										
AT (Armor Type): Two letter codes give the character/creature's MERP armor type: No=No Armor; SL=Soft Leather; RL=Rigid Leather; Ch=Chain; Pl=Plate. The number is the equivalent Rolemaster armor type: 1=No Armor; 2=Robes; 3=Soft Hide (as skin); 4=Heavy Hide (as skin); 5=Leather Jerkin; 6=Leather Jerkin and Greaves; 7=Leather Coat; 8=Reinforced Leather Coat; 9=Leather Breastplate; 10=Leather Breastplate and Greaves; 11=Half-hide Plate (as skin); 12=Full-hide Plate (as skin); 13=Chain Shirt; 14=Chain Chirt and Greaves; 15=Chain Mail Suit; 16=Chain Hauberk; 17=Metal Breastplate; 18=Metal Breastplate and Greaves; 19=Half-plate; 20=Full Plate.										
Weapons — Weapon abbreviations follow the OBs: ba=battle axe; bo=bola; bs=broadsword; cl=club; cp=composite bow; da=dagger; fa=falchion; ha=hand axe; hb=halbard; hcb=heavy crossbow; ja=javelin; lb=longbow; lcb=light crossbow; ma=mace; ml=mounted lance; pa=pole arm; qs=quarterstaff; ro=rock (Rock=Fall/Crush attack); sb=short (or horse) bow; sc=scimitar; sh=shuriken; sl=sling; sp=spear; ss=short sword; th=two-hand sword; ts=throwing star; wh=whip; wh=war hammer; wm=war mattock.										
DB (Defensive Bonus): Note defensive bonuses include stats, shield, armor, skills, and other items where possible.										
OB's (Offensive Bonuses): Weapon abbreviations follow OB's: ba=battle axe; bo=bola; br=bastard sword; bs=broadsword; cl=club; cp=composite bow; da=dagger; fa=falchion; ha=hand axe; hb=halbard; hcb=heavy crossbow; ja=javelin; la=lance; lb=longbow; lcb=light crossbow; ma=mace; ml=mounted lance; Mr=Martial Arts (both strikes and sweeps); ms=morning star; pa=pole arm; qs=quarterstaff; ra=rapier; ro=rock (Rock=Fall/Crush attack); sb=short (or horse) bow; sc=scimitar; sl=sling; sp=spear; ss=short sword; St=Martial Arts Striking; Sw=Martial Arts Sweeps and Throws; th=two-hand sword; ts=throwing star; wh=whip; wh=war hammer; wm=war mattock. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.										
Stats: Ag=Agility, Co=Constitution, SD=Self-Discipline, Me=Memory, Re=Reasoning, St=Strength, Qu=Quickness, Pr=Presence, Em=Empathy, In=Intuition. For MERP , average Re and Me for Intelligence (IG).										

8.4 BEAST TABLE

Type	Lvl	#/Enc	Size	Speed	Hits	AT	DB	Primary/ Secondary/Tertiary Attack	Notes
Domesticated Dog	1	1-5	S	MD/MF	40	No/3	40	45SBI/-/-	Often friendly, but protective.
Bitterns	1	1-10	S	MD/MD	15	No/1	30	20SCI/10SPi/-	Small fishing birds.
Coots	1	1-15	S	VF/FA	15	No/1	50	30SBI/-/-	Noisy waterfowl.
Kingfishers	1	1-10	T	VF/FA	8	No/1	60	20TPi/-/-	Attractively colored.
Gorncrows	1	5-30	S	FA/MF	20	No/1	55	10SPi/10SCI/-	Attracted to shiny things.
Grass Grouses	0	1-10	T	FA/FA	8	No/1	70	10TPi/-/-	Gamebirds.
Ravens	4	1-5	S	VF/VF	20	No/3	50	50SCI/25MCI/-	Intelligent, mildly enchanted.
Red Eagles	6	1-2	M	VF/FA	75	No/1	40	70LCI/45MPi/-	Predators, shy away from men.
Kirkinir	0	1-2	T	FA/MF	5	No/1	55	5TPi/-/-	Tiny scarlet songbirds.
Leeches	0	1-30	T	SL/SL	4	No/1	5	30TGr/(+bleeding)	If attached, suck 1 hit/rd.
Gnats/Mosquitos	0	3-300	T	FA/MD	1	No/1	45	10TBI/disease/-	20% carry disease.
Morgai Flies	0	1-80	T	VF/FA	2	No/1	35	15TBI/-/-	Vicious Parasites.
Marsh Adders	1	1-2	S	MD/VF	20	No/1	60	50TSi/poison/-	Snake, 10th lvl Muscle poison.
Nethraich	1	1-2	S	MD/BF	25	No/1	25	35SSi/poison/-	Protective snakes.
Aurych (Cattle)	2	1-10	L	MD/MD	140	No/3	20	50MHo/50LTs/-	Domesticated Cattle.
Caru (Deer)	2	2-20	M	VF/FA	70	No/3	40	20MHo/20MTs/-	Timid Deer with horns.
Cunara (Gopher)	0	10-100	S	MF/MD	10	No/3	10	5SBI/20SCI/-	Timid and curious Gophers.
Wild Goats	3	1-2	M	FA/FA	60	No/1	25	40MHo/30MBa/30MTs	Agile, aggressive if annoyed.
Domestic Goats	2	1-20	M	FA/FA	60	No/1	25	30MHo/15MBa/15MTs	Eat anything.
Ponies	2	1-10	M	FA/MF	100	No/3	20	30MBa/30LTs/-	Sturdy pack animals.
Wild Horses	4	1-5	L	FA/FA	120	No/3	40	40MCr/30MTs/40SBI	Tameable, sturdy animals.
Black Bears	5	1-2	L	MF/MF	150	SL/8	20	65LGr/60LCI/40MBi/70MBa	Aggressive hunters.
Domesticated Cats	1	1-5	S	VF/VF	50	No/3	50	30MCI/20SBI/-	Small, domesticated cats.
Highland Lynxes	3	2-6	M	VF/VF	70	No/3	55	45MCI/30MBi/-	Aggressive cats.
Grey Wolves	3	2-6	M	FA/FA	110	SL/3	30	55LBI/30MCI/-	Aggressive pack hunters.
Dolphins	8	2-20	L	VF/FA	110	No/1	50	70MBa/60MBi/-	Intelligent and playful, Anduin only.

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